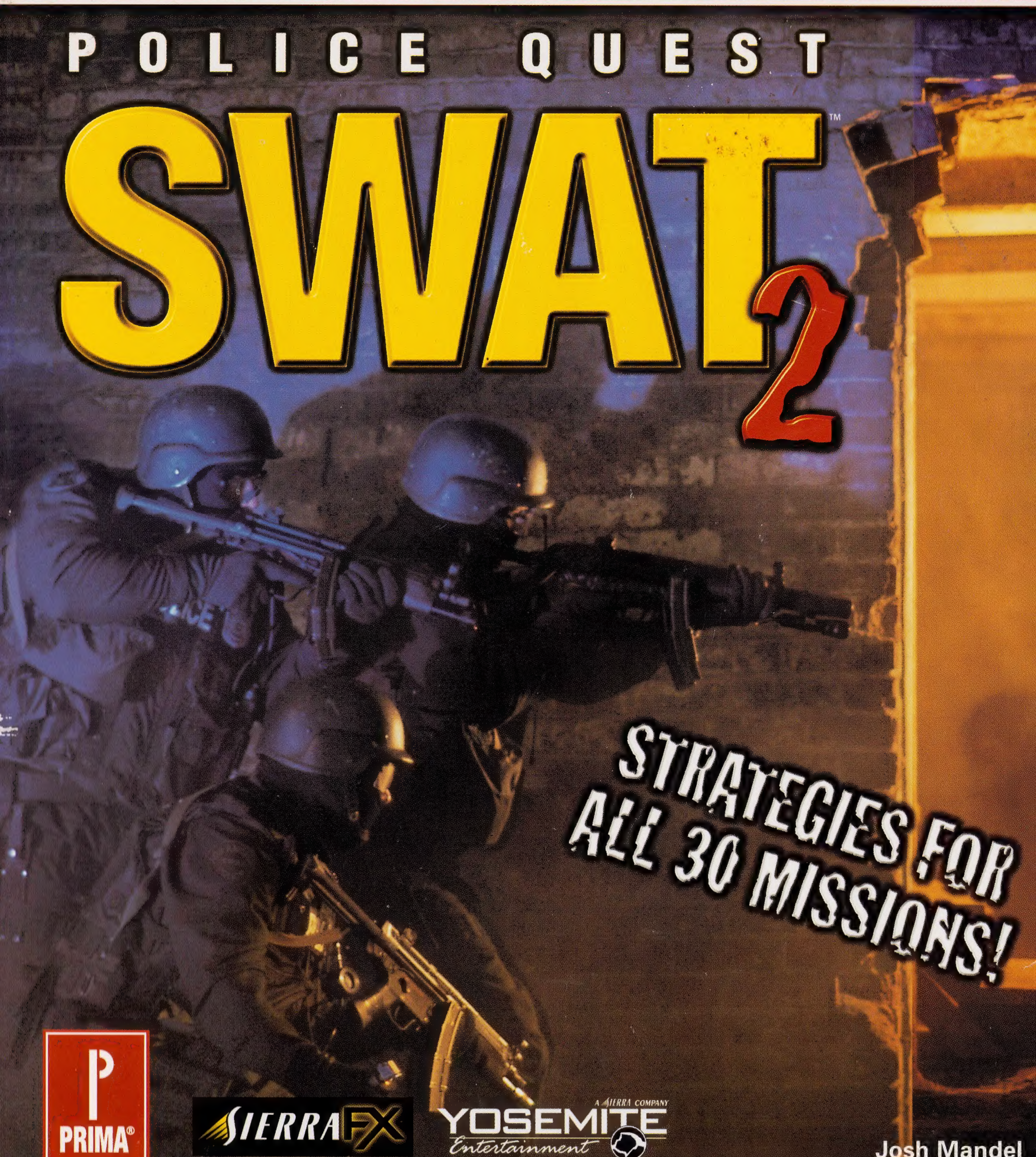
PRIMA'S OFFICIAL STRATEGY GUIDE

POLICE QUEST
SWAT™ 2



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POLICE QUEST SWAT 2™

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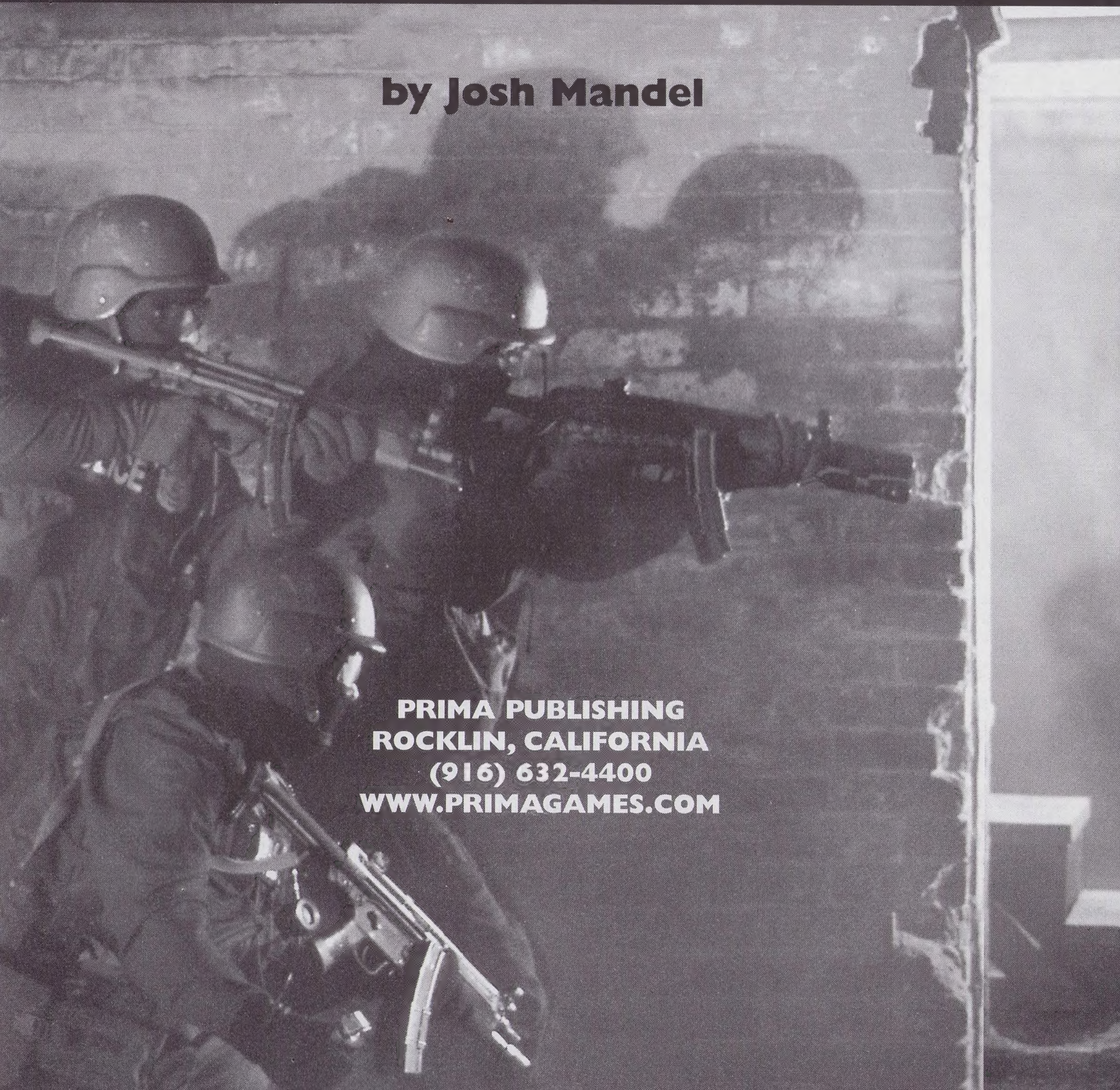

by Josh Mandel

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Project Editors: Sara E. Wilson and Mario De Govia

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Dedication

To my parents, Loring and Dorothy Mandel, who taught me to embrace originality. Perhaps by now they have had a sufficiency.

Acknowledgements

Even if I had never *heard* of *SWAT 2,* Yosemite Entertainment, or Prima Publishing, I would still want to thank the following people. Among the talented folks at Yosemite Entertainment, I'd like to thank

Susan Frischer, for her patient, generous help, her talent, and her friendship; Dan Woolard, for his "dudeness"; Michael Hutchison, who oughta be in pictures; Oliver Brelsford, for being so trusting (nyah-ha-ha); John Ratcliffe, professional snipe hunter; Jay Esparza, creator of the brilliant caricatures in Chapter 6; Greg Tomko-Pavia, The Man with the Giant Brain (though it looks OK from the outside); William Shockley, for his infective youthfulness (they have shots for that now); and Ananda Linde, quick-change artist extraordinaire.

At Prima Publishing, I would have been lost without the openness and encouragement of Amy Raynor, the gentle, friendly guidance of Sara Wilson, and the professional eye of Mario De Govia.

I'd last like to thank my vigilant and ever-patient dog, Tuppence of Middleburg Mandel, who insisted on seeing her name in print. So much for unconditional love.

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Foreword

Two years ago this June 1st, Yosemite Entertainment's general manager called me into his office. "We want to do a sequel to SWAT," he said, "but we don't have anyone to design it . . ."

I started jumping up and down. "I'll do it! I'll do it!" I interrupted. Thus, I entered the ranks of the proud, the few, the terminally stressed—the designers of Sierra On-Line.

These last two years have passed by like two months. Without whining too much, it's been a heck of a lot more work than I've ever done before, more frustrating, and more rewarding as well. Now that we're just weeks away from shipping, I'm tired but excited too, keeping my fingers crossed that you'll enjoy and appreciate what we've accomplished.

Two years ago, I had just completed writing dialogue for *Betrayal in Antara*, a fantasy RPG. Before that I was the assistant designer on *Police Quest: SWAT*. Researching and writing the technical information for that game taught me a lot about SWAT tactics and philosophy. An FMV tactical simulation, *Police Quest: SWAT* made the player feel like he was right in the action. However, the drawback of video is that it limits gameplay. After all, you can only allow the player to do things you have on tape. I was left with the feeling that while the first *SWAT* made the best of the medium's constraints, there were many cool SWATesque things that the player should be allowed to do.

Interviewing real LAPD SWAT officers, I learned that every operation is unique, demanding on-the-spot decision making. There are many choices that will result in a successful conclusion, but the key is to select the best option for that particular situation. In *SWAT 2*, I wanted to duplicate the unpredictable nature of reality, that calls for dynamic and flexible decisions. The player should make the same calls as a real SWAT commander, pick from a wide variety of options, and then play out the consequences.

Keeping realism in mind, player freedom became my number one priority. Freedom to send your men anywhere at any time. Freedom to use your gear at any time. Freedom to call in the crisis negotiation team (CNT), the SWAT helicopter or tank, K9 units, and explosives experts. Freedom even to play the game from the Terrorists' side (a cool concept that opened many a can of worm).

So I had all these ambitious ideas for *SWAT 2*, but ideas don't fill a game box. To turn all this wishful thinking into reality, we assembled a highly experienced, totally cool team of programmers, artists, musicians, sound technicians, and quality assurance analysts, all under the guiding hand of a project manager. I'd like to take this opportunity to mention a few of these folks by name, though you should definitely take a look at the full list of credits (found in the game and the manual). The talent and people-hours that went into this project is amazing!

SWAT 2 is very fortunate to have Victor Sadauskas as our code god (a.k.a. system architect and lead programmer). As well as managing the programmers and writing a heck of a lot of game code, he built the real-time, tile-based engine that is the foundation of it all.

Mike Hutchison is *SWAT 2*'s art director. He and his artists created a detailed, textural atmosphere, emphasizing all the grunge and glamour that is Los Angeles. This attention to real world detail is what sets *SWAT 2*'s look apart from other strategy games.

Jason Hayes is our composer and musician. In *SWAT 2*, he used a symphonic style for emotional depth highlighted with digital synthesizers to add suspense. He also deserves credit as the designer of the very first *SWAT 2* web page.

The project manager is the producer. He manages the schedule, budget, and personnel—a tough assignment with a lot of pressure. That's why we rely on Oliver Brelsford, an in-charge kind of guy who takes names and kicks butt.

Craig Alexander is Yosemite Entertainment's general manager. He also served as *SWAT 2*'s executive producer, a title he earned not only by performing upper management tasks (which are best left to the imagination), but also by spending many, many hours playtesting *SWAT 2* and making suggestions to improve it.

Former LA Police Chief Daryl Gates is *SWAT 2*'s content consultant. As the founder of the Special Weapons and Tactics platoon and a 43-year LAPD veteran, Chief Gates was an invaluable resource. Graciously, he took an on-camera role in *SWAT 2* by providing the introductory video and hints for the SWAT campaign.

As the development cycle reaches its end, I find myself worrying whether the players will "get" what we're trying to do here. *SWAT 2* is what you make of it, a game unlike any other. Yes, it's classed as strategy-action, using the familiar isometric tile-based engine. Yes, there is a strong "shoot the bad guy" component. However, if you play with an open attitude, with the imagination to try different things and a willingness to experiment, you'll see there's a lot more here than just another *C&C* clone. Our truly innovative artificial intelligence creates very dynamic, flexible gameplay that reacts to everything you do, and throws in quite a number of curve balls all on its own.

As you play through the SWAT and terrorist campaigns, the missions escalate in intensity and difficulty, and an underlying story will emerge, connecting seemingly unrelated events. Play well, fight hard, and live up to SWAT's reputation as a life-preserving organization (or conversely take the Terrorist goals seriously), and you'll be rewarded with more of the plot. Go in with guns blazing and you may still make it through the mission intact, but at a price. Play either way, or make up a new approach of your own. It's your call.

SWAT 2 has a realistic setting and true-to-life police tactics based on the harsh realities of our violent modern society. It combines the real-time urgency and excitement of an action game, the complexity and attention to detail of a strategy game, and the story and dialogue of an adventure game. A tough order to be sure, but you *Police Quest* fans are a demanding bunch! Hopefully, we've succeeded in giving you what you're looking for: player freedom and involvement, action, suspense, and most of all—FUN!

Enjoy.

Susan Frischer

Susan Frischer
Designer

CHAPTER ONE:

Training and Weapons

RECEIVING DEPT.

About *SWAT 2* and *Police Quest*

SWAT 2 is more than a complex and sophisticated strategy game. It's a real-life simulation, painstakingly researched and with a philosophy deeper than that of most of the stacks of real-time strategy games currently clogging the aisles of gameware stores.

It sure seems like an unlikely game to have an enlightened point of view, doesn't it? I admit to healthy skepticism of my own when I was first approached to write a guide to *SWAT 2*. I thought, "A game in which you control members of a SWAT team? Isn't that just an excuse for a shoot-'em-up with screaming civilians and mad terrorists?" I don't like shoot-'em-ups, and the last thing we need is yet another game that glamorizes violence.

But as with the very first *Police Quest* "3-D graphic adventure" in 1988, *SWAT 2* takes the high road. Far from glorifying the dangerous aspects of police work, both games actively discourage the use of weapons except when all other avenues have failed.

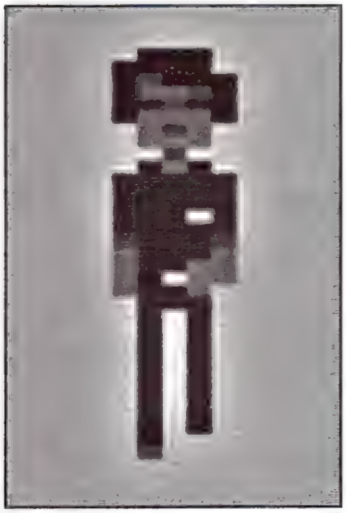


Fig. 1-1. Sonny Bonds in Police Quest *circa 1988.*

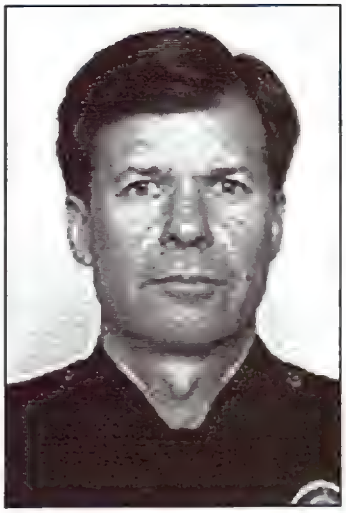


Fig. 1-2. Sonny Bonds in SWAT 2 *today, ten years later.*

The original *Police Quest* (*PQ*), which used a text parser, wasn't about murder, it was about being a cop. Many of the game's puzzles required waiting for something to happen, filling out paperwork, inspecting equipment, and simply following SOP (standard operating procedure) during mundane activities such as stopping speeders and arresting drunks.

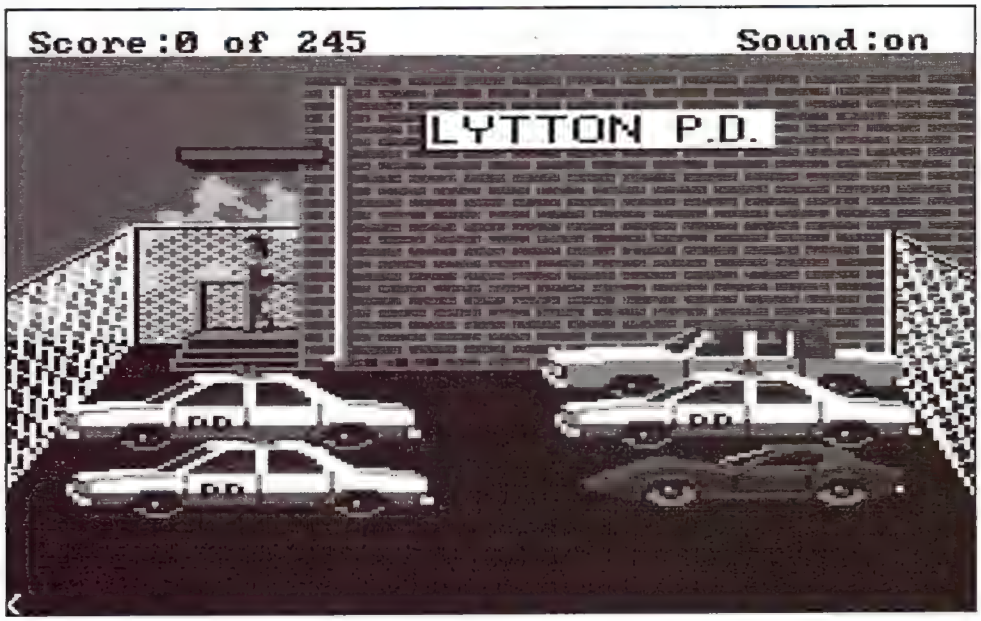


Fig. 1-3. Walking around your patrol car was one of the puzzles in PQ*. Failure to do so resulted in a flat tire a few minutes later.*

CAUTION!

By the time you've finished this book, you'll probably qualify for a real SWAT team...or at least you'll be able pass the oral exam. Those of you who'd rather qualify for a real Terrorist group, well, I'm sure you already do.

TIP!

BOOKMARK YOUR GAME MANUAL on page 80 of the Glossary. *Swat 2* starts using official lingo from the get-go, and you can't access the online help until you're out of the hiring/training/equipping screens. And PUT YOUR LIST OF HOT KEYS WHERE YOU CAN SEE IT. They'll make your life much easier, so get used to them from the start.

This base-level realism, cartoon graphics aside, is what made *PQ* a highly notable game. Here's a real-life job, warts and all, simulated for the players' entertainment and education. Jim Walls, the retired California Highway Patrolman who designed *PQ* demonstrated that the real heroism of the job is quiet and often unrecognized. Any real cop can attest to the fact that policemen may spend 20 years on the force without firing their weapon even once in the line of duty. The glory-and-nonstop-action version of police work is pure Hollywood fantasy.

SWAT 2 is an extension of *PQ*'s original concept. With its strict adherence to the real SWAT code of ethics, *SWAT 2* encourages non-violent resolutions of all its scenarios, but even non-violent resolutions still require strategy. Any SWAT commander who rushes in shooting is, true to reality, *not* going to last (either in his career or in this game). But don't worry: non-pacifists will have plenty of opportunities to avail themselves of some great weapons and toys, train their li'l hearts out, and flex a little muscle...because most Terrorists aren't going to surrender otherwise.

Congratulations are due to Susan Frischer and the rest of the *SWAT 2* team on creating a game that rises above the level of countless computer bloodbaths. Like Chris Crawford's classic *Balance of Power,* a game whose goal was to *avert* nuclear warfare rather than to wage it, *SWAT 2* fosters understanding of real-world issues, encourages non-violence, and instructs us in ending armed conflict with an absolute minimum of violence.

Now lock and load. It's time to take out the trash.

How To Use this Guide

We've attempted to make this book as self-guiding as possible. You'll start off with a hands-on tutorial to demonstrate the mechanics and familiarize you with all the major aspects of gameplay. Once you've got the basics, we'll explore the strategies for success in *SWAT 2* (strategies that the game manual expects you to learn on your own).

We'll break every mission down piece by piece, and we'll highlight special tactics to use in the multiplayer version of each mission. The game's designer will answer a few questions—not, I hasten to add, your typical ho-hum magazine interview questions—and we'll end with complete stats on every SWAT member and Terrorist in the game.

This is the *SWAT 2* player's Patented Grip:

- Thumb on the SPACEBAR
- Index Finger on N
- Next finger (used to balance)
- Last two fingers on number and function keys.

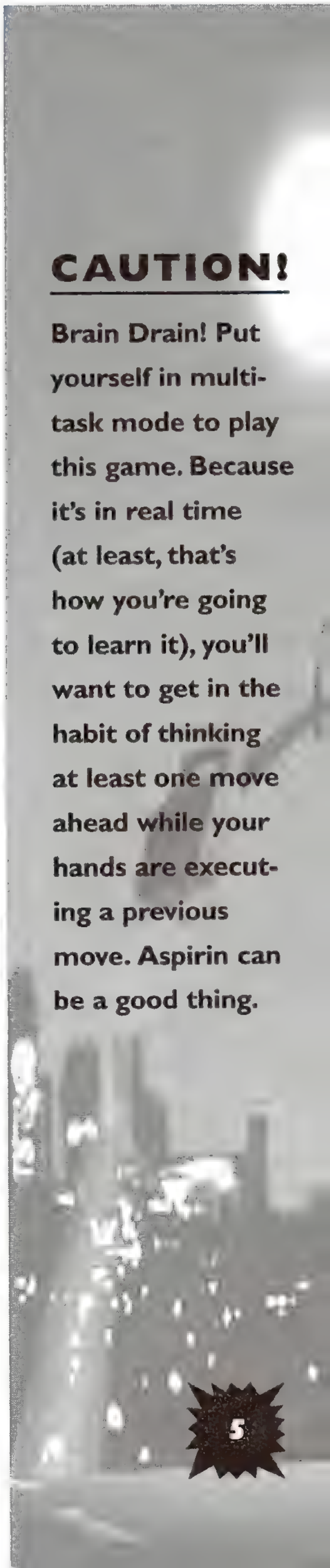
The SPACEBAR is used for selecting and deselecting weapons in a hurry.

The N key lets you jump from unit to unit within an Element.

The number keys, and the function keys above them, let you jump instantly to the unit of your choice, whether visible on the Mission Map or not.

Keep your eyes peeled for tips like the one seen here. These tips are either shortcuts perfected after millions of person-hours of gameplay, previously undocumented features, or obscure tidbits designed to give you an unfair advantage.

From time to time, we'll also warn you away from bad habits, bad information, or bad, bad men. There are quite a few of them in this game.

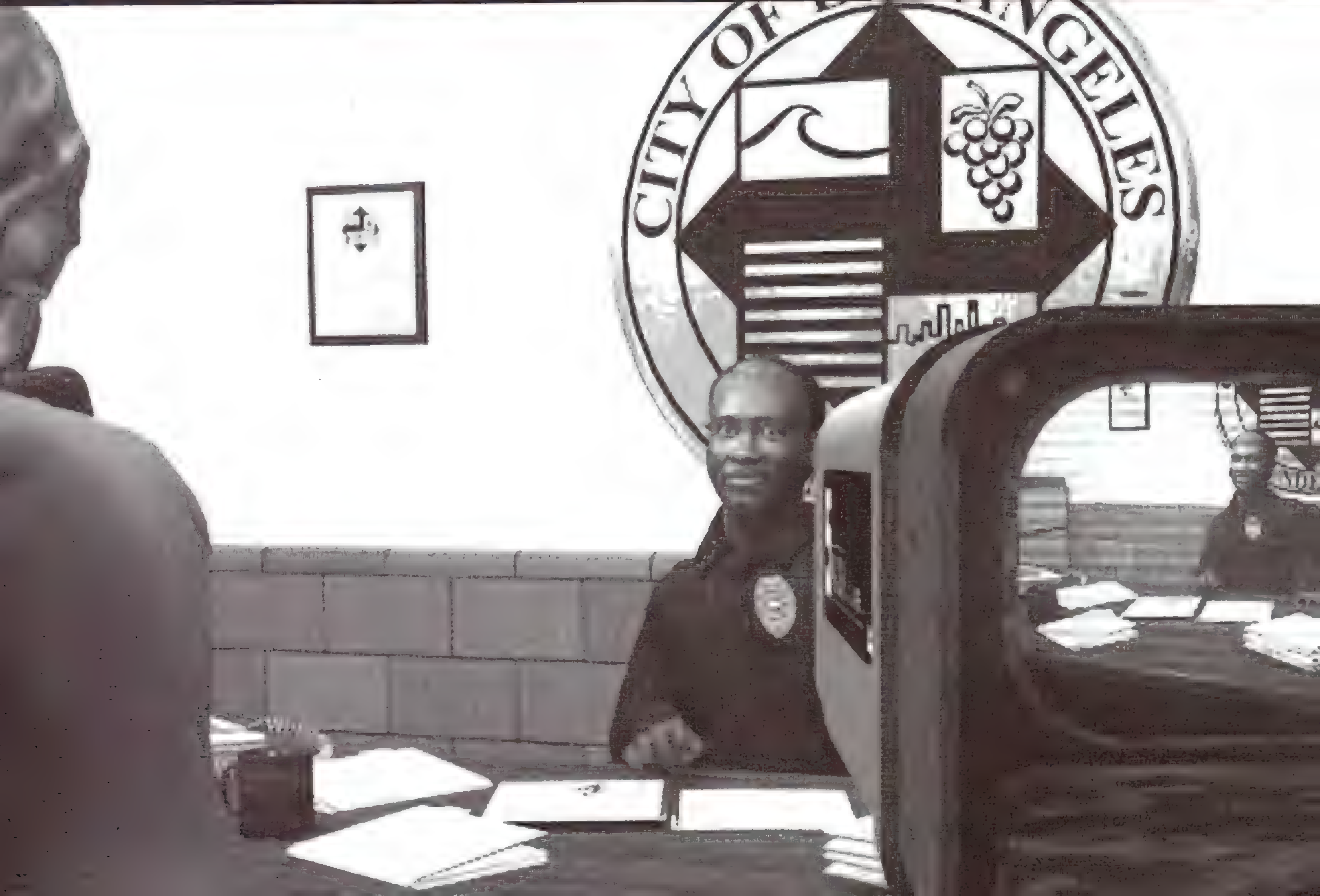


CAUTION!

Brain Drain! Put yourself in multi-task mode to play this game. Because it's in real time (at least, that's how you're going to learn it), you'll want to get in the habit of thinking at least one move ahead while your hands are executing a previous move. Aspirin can be a good thing.

CHAPTER TWO:

How To Play *SWAT 2*



The Basics

Important Terms

Although *SWAT 2's* online help system contains a useful and well-developed glossary, you can't access the help system until you've finished with the assigning and equipping screens and begun a mission. The glossary in the game manual is a daunting piece of work and assumes familiarity with some of the game's basic terms. Because SWAT jargon is unlike military terminology, here are the basic terms you'll want to know from the start:

- **Campaign**: Sometimes referred to as "career mode," a campaign is a series of 15 specific missions or scenarios. The game comes with two full campaigns: a campaign in which you control the Los Angeles Police Department (LAPD) SWAT team, and a campaign in which you control a Terrorist team. Each campaign has an unfolding story line that weaves its scenarios together and, in a campaign, you must pay attention to the training, budget and PR aspects of the simulation.

- **CNT**: This stands for Crisis Negotiation Team. A comprehensive description of the team is found in the game manual, but there are three things you should know on a purely practical level. First, you will never see the team; they work behind the scenes. Second, they will offer you their services only when it's appropriate (some missions do not use the CNT). Third, even when the CNT is available, it will not always call for decision-making on your part, and it may or may not call for you to deliver a phone to the suspects. Lastly, sometimes negotiations consist only of "bullhorning," using the bullhorn to draw hostages or suspects out of hiding. Again, in bullhorning, the CNT does all the work, and you won't see them. Do not confuse the Challenge button (which resembles a bullhorn) with the CNT button.

TIP!

Assault Elements Made Easy

Each Assault Element can consist of up to five units:

1. **Element Leader (required)**
2. **Scout (optional)**
3. **Rear Guard (optional)**
4. **Assaulter 1 (optional)**
5. **Assaulter 2 (optional)**

Although you can certainly have an Assault Element that consists of a lone Element Leader, real SWAT units in the know will tell you: ya gotta at least have a Scout and a Rear Guard, or it ain't a real Element.

- **Element**: Elements are to SWAT what squads or platoons are in military sims. An Element can consist of one to five SWAT team members (see unit). The two different Elements in a SWAT game are the Assault Element and Sniper Element.

- **Assault Element**: The Assault Element is the Element responsible for making entries (Stealth or Dynamic) and dealing with the hostages and suspects. Assault Elements are constantly on the move, and various units in the element will break off to do their own work as necessary.

- **Assaulter**: An assaulter is any member of an Assault Element. Don't be confused by the presence of "Assaulter 1" and "Assaulter 2" slots in your Assault Elements; all members of an Assault Element are assaulters. "Assaulter 1" and "Assaulter 2" are basically *optional additional* assaulters for each Element. These slots are ideal for putting specialized assaulters like K9 Handlers and Explosives Experts on your teams.

- **Dynamic Entry**: Smashing your way into an area with anything from a battering ram to a tank. When you perform a dynamic entry expect a lot of things to start happening at once, because a dynamic entry alerts everyone to your presence.

- **Quick Mission**: Initially, this type of mission will be unavailable to you. But as you finish each mission in a campaign (and save your game so that the mission retains its status as having been played), you'll be given the option of playing that mission quickly. This is simply a chance to replay the scenario so you can try different techniques or shoot for better outcomes. So it's ideal for experimentation, but nothing you do in a Quick Mission counts toward any of your campaigns (either positively or negatively).

- **Scenario**: Scenarios are individual missions that may either be played as part of a campaign or independently as Quick Missions. The scenarios reveal a specific plot over the course of a campaign, and items you *may* find during a scenario could figure into later events. The more of these you find, the better your performance.

- **Sniper**: Snipers in this game refer specifically to SWAT units who are certified in their Sniper skill, or Terrorists carrying Sniper rifles.

- **Sniper Element**: Sniper Elements are one- or two-member Elements that specialize in taking up tactical positions with their guns and "neutralizing" suspects, and providing cover. Sniper Elements must be positioned in appropriate areas, usually on high ground with some cover.

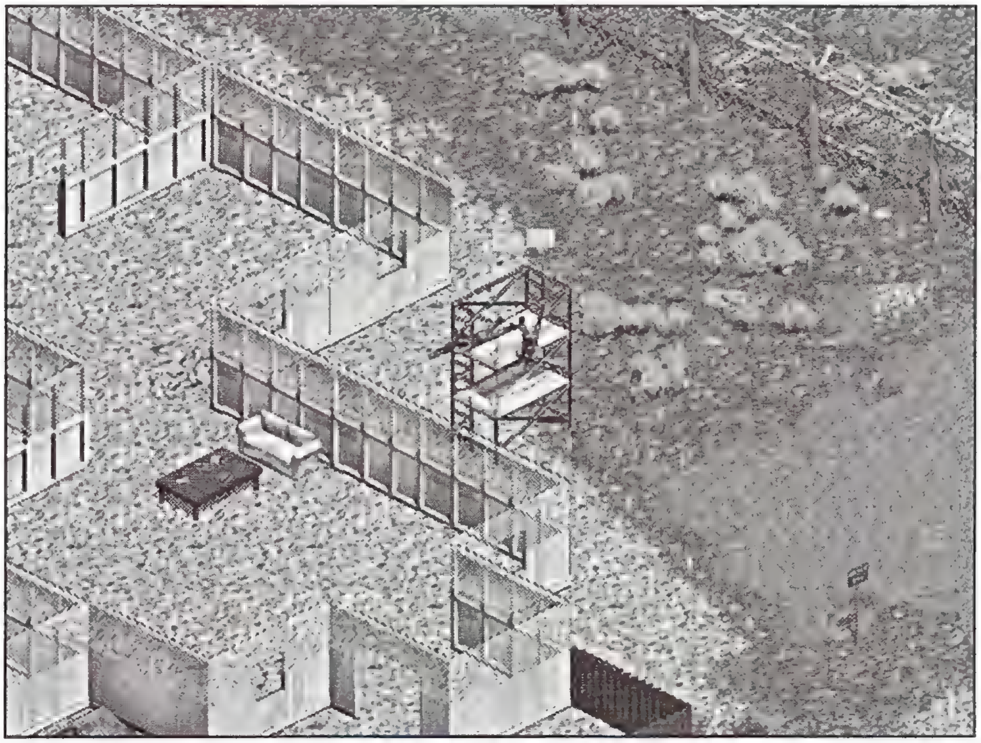


Fig. 2-1. A two-unit Sniper Element deployed together may take up this kind of position.

TIP!

Sniper Elements Made Easy

Each Sniper Element can consist of up to two units:

1. Sniper (required)

2. Observer (optional)

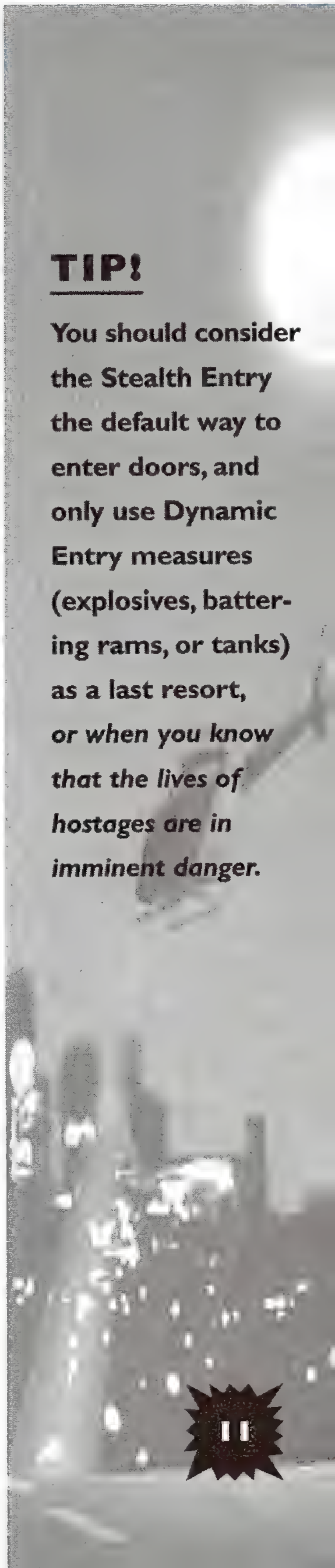
Within the context of the game, there is no *functional* difference between a Sniper and an Observer. They may be deployed separately as two Snipers, or together as a team. As a team, they will *not* shoot with any greater accuracy or speed. However, in some circumstances, if you deploy them together, they will lie with their bodies at an angle to each other, thus getting a wider field of fire.

- **Stealth Entry**: Any entrance you can make with a Hooligan tool, or with no equipment at all, qualifies as a Stealth Entry. It may not sound like something you could do without attracting attention, but if you splinter open a doorway with a jimmy, that's still considered stealthy…as are any of the quieter alternatives, such as going through unlocked or open doors.
- **SWAT Game**: This refers not to the *SWAT 2* software itself, but specifically to the SWAT campaign mode.
- **Terrorist Game**: This refers to the Terrorist campaign mode.
- **Unit**: In SWAT terminology, a unit is a single individual or, if it's a K9 unit, an individual and a trained police dog. "A four-unit element" is a four-man team (and it would have to be an Assault Element, since Sniper teams can only have one or two units).

Game Structure

The game can be divided neatly into three distinct activities: the recruitment phase, the mission phase, and the debriefing phase. In the SWAT game, the recruitment phase encompasses assigning your 100 SWAT units, as many or as few of them as you like, to either training or active assignment to an element. The recruitment phase also allows you to create elements, disband elements, and purchase equipment and supplies for each of your units. (The game doesn't make it easy to buy in bulk; you've got to equip each unit individually. But that's just as well, because you'll need to spend money carefully.)

The mission phase allows you to take your elements into the field and put them to work. Depending on your skill in deploying them, your teams will accrue experience (which, like training, improves their abilities) and you'll accrue publicity, good or bad.



TIP!

You should consider the Stealth Entry the default way to enter doors, and only use Dynamic Entry measures (explosives, battering rams, or tanks) as a last resort, *or when you know that the lives of hostages are in imminent danger.*

That publicity will affect your budget predictably: good PR means a healthy budget for SWAT's next round of training, hiring, and equipping. Bad PR will result in a decrease in available funds.

Terrorist campaigns are played much the same way, although the options are somewhat different during both the recruitment and mission phases.

To allow you to get up and running quickly, the game provides you with a pre-assigned, pre-equipped Assault Element, Sniper Element, and Terrorist Cell. This lets you jump into the Mission Phase of a SWAT or Terrorist scenario.

Hot Keys and Shortcuts

The following hot keys are extremely useful for speeding up tasks within the game.

Table 2-1. Hot Keys

Action	SWAT Game	Terrorist Game
Toggle Debug Mode	Insert	Insert
Select Element#	F# (# is the number of the Element)	F# (# is the number of the Cell)
Select Unit#	1-5 1 = Element Leader 2 = Scout 3 = Rear Guard 4 = Assaulter 1 5 = Assaulter 2	1-3 1 = Terrorist 1 2 = Terrorist 2 3 = Terrorist 3
Select Tank	F7	N/A
Select Helicopter	F8	N/A
Select Escape Vehicle	N/A	F9 (cycles through vehicles if more than one is available)
Online Help	F12	F12
Options Menu	Pause	Pause
Arrest	A	N/A
Disarm Bomb	B	N/A
Corral Hostage	N/A	C
Drop Selected Item	D	D
Target Lock	Tab	Tab

TIP!

Terrorist Elements

Terrorists don't use SWAT's elemental structure. Groups of Terrorists are called Cells. Each Cell can have as few as one or as many as three Terrorists.

1. **Terrorist 1 (required)**
2. **Terrorist 2 (optional)**
3. **Terrorist 3 (optional)**

Unlike some of the SWAT positions, there are no qualifications that must be met for any of the Terrorist slots.

Action	SWAT Game	Terrorist Game
Weapon Toggle	W	W
Entry	E	N/A
Fight	N/A	F
Take Hostage	N/A	H
Initiate	I	I
Kneel	K (toggle)	K (toggle)
Initiate Lock	L (toggle)	L (toggle)
Stealth/Dynamic	M (toggle)	M (toggle)
Next (go to next unit in Element or Cell)	N	N
Cover/Overwatch	O	O
Pick Up Item	P	P
Rescue Hostage	R	N/A
Release Hostage	N/A	R
Search	S	N/A
Surrender	N/A	S
Challenge/Talk	T	T
Deselect Character(s)	Z	Z
Scroll Mission Map	arrow keys	arrow keys
Button Help	right-click	right-click

Once you've started to create your own Mission Maps with the Mission Creator, you'll want to know the following shortcuts as well.

Table 2-2. Map Construction Shortcuts

Command	Shortcut
New	Ctrl + N
Open	Ctrl + O
Close	Ctrl + W
Save	Ctrl + S
Undo	Ctrl + Z
Redo	Ctrl + Y
Cut	Ctrl + X **or** Del **or** ←

All right, enough negotiation, let's get our hands dirty.

The Tutorial

Unlike nearly all the strategy games out there, the *SWAT 2* AI uses a fuzzy logic system that virtually ensures that the Terrorists and Hostages never react the same way twice. This is a great boon to replayability, but it also makes a traditional tutorial or walkthrough impossible.

So, during the following mission, there's a good chance the Suspect and the Hostage will make unscheduled appearances. *Ignore them!* We'll get to them at the end of the tutorial. For now, I want to lead you through one entire round of gameplay, including the recruitment, mission, and debriefing phases.

So boot up the game if you haven't already, and choose "New Solo Game" from the Main Menu. Leave the allegiance set to SWAT. Since (presumably) you haven't finished any missions in campaign mode yet, you won't be able to choose a Quick Mission, so leave the highlight next to "New Campaign" and click on the > button. (The < button would take you back out to the Main Menu.)

Watch the intro, but don't bother taking notes: the entire transcript of the briefing is available in your game manual. Note that after each briefing, the designer has included a short overview of the strategy required for each mission. In Chapters 4 and 5, we'll go into much greater detail about each individual mission's strategy.

Once the intro movie plays out, you'll be dropped into the recruitment screen. We're going to create our own Assault Element and Sniper Element.

Left-click on the "Assault" button to go to the Element Creation screen.

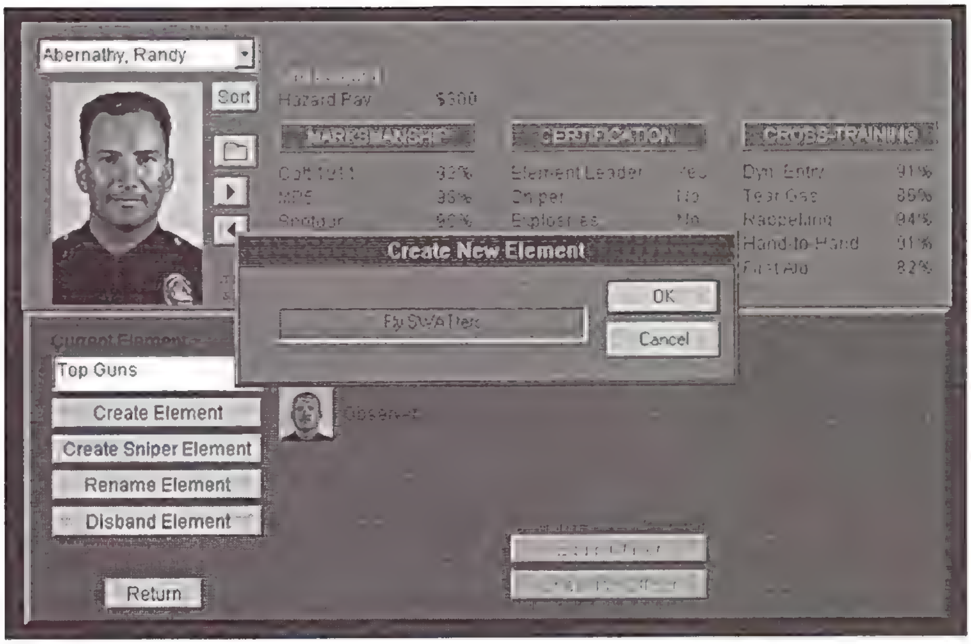

Abernathy, Randy
Sort
Hazard Pay $300
MARKSMANSHIP
CERTIFICATION
CROSS-TRAINING
Element Leader Yes
Sniper No
Explosives No
Dyn. Entry 91%
Tear Gas 85%
Rappelling 94%
Hand-to-Hand 91%
First Aid 82%
Create New Element
Fly SWATters
OK
Cancel
Current Element
Top Guns
Create Element
Create Sniper Element
Rename Element
Disband Element
Return

Fig. 2-2. Here is the screen that allows you to create Elements.

Left-click on the Create Element button. Note that in this instance, "Element" implies "Assault Element." We'll get to creating a Sniper Element in just a bit.

Type in "Fly SWATters" as shown and left-click on OK. The five positions in an Assault Element appear in a box. We'll fill all five positions, but we could fill as few as one.

Let's pick our Element Leader first.

Left-click on the words "Element Leader." A dot should appear next to it. *SWAT 2* comes with 100 officers to choose from, but very few of them have certification initially as Element Leaders, Snipers, Explosives Experts, or EMTs. And none at all have certification in K9 handling, so we won't be using any dogs in the first scenario.

In Appendices A, B, and C you'll find complete listings of the SWAT officers, Terrorist members, and Recruits with their initial stats and certifications. These will come in handy for later recruitment,

TIP!

A Sorted Affair

The rather nifty sort feature is an easy way to search for your best units in any field or skill. Want to see all the SWAT officers in order of their Sniper abilities? Or all the Terrorists in order of their Explosives skill? Sorting is faster and more informative than simply scrolling through the lists.

when you need to pick just the right person for a particular job…and for when you want to make sure your future needs are being addressed through training. For the moment, let's learn to use the tools contained entirely within the program.

We're looking for those few elite SWAT members certified as Element Leaders.

Scroll through the officers, using the speed-tip mentioned in the tip box on this page.

Since we're looking for an Element Leader, keep an eye out for a "Yes" in the Element Leader Certification listing. You'll see one on Jeff Buchanan, but he's already assigned. You might solve that by disbanding the Element he's assigned to (the Valor 5, as shown next to his picture), but he's not the only candidate. Keep going. You'll come across several others.

Scroll down to Juarez, Mike. Double-click on his name to bring up his photo and stats.

Left-click on the Assign Officer button to the right of Juarez's picture. The words "Element Leader" turn green to signify that the position is filled. Juarez's stats fill the lower half of the window.

Let's choose a Scout. I like Hal Milner. His entry skills are very good (note that "entry skills" refers specifically to *dynamic* entries) and he's great with the MP5 SMG (submachine gun), the weapon of choice for most Assault Element positions.

Left-click on Scout. Left-click on the pull-down menu arrow next to Juarez's name, and scroll down to Milner, Hal. Left-click on the Assign button.

For the Rear Guard:

Left-click on the words "Rear Guard" in the lower window to select that position.

A Rear Guard's preferred weapon is the 12-gauge shotgun, and we're always looking for good entry skills in an Assaulter, so…well,

TIP!

Become a Scrollmeister

To power-scroll through the names and stats of all the officers (or Terrorists in a Terrorist game), double-click on the name pull-down menu so that the name appears highlighted, white on green. Now use the keyboard's up and down cursor control keys. You'll blaze through the roster, making it easy to find those officers with particular certifications or scores.

Doc Strauss is a crackerjack marksman, but look at those embarrassing Entry Stats! Let's start solving that now, while we're at it.

Select Strauss, Ken (Doc) from the pull-down menu.

We'll put Doc into training. We can add 10 percent to his Entry ability, though it will take him out of circulation for the duration of one mission.

Left-click on the Cross-training button in the upper window.

Left-click on Dynamic Entry.

Left-click on OK.

As you can see, Doc is now matriculating. You can change your mind and take an officer out of training by re-selecting Cross-training for the same officer. Now let's assign the rest of our team.

Left-click on the Assign button to go back to the Element menu. Fly SWATters should still be the Current Element in the lower window. (If it isn't, go ahead and open the Current Element pull-down menu and double-click on Fly SWATters.)

Highlight Strauss's name in the pull-down menu and scroll up.

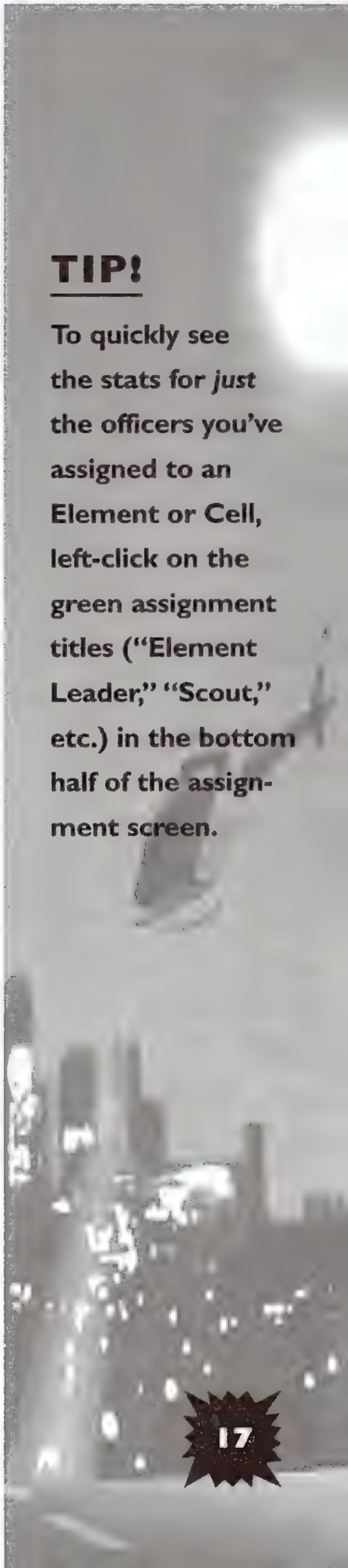
Double-click on McDermott, Karen. She's handy with a shotgun.

Left-click on Rear Guard in the lower window. Its highlight may have vanished when you went out to train Doc.

Left-click on Assign Officer.

Left-click on Assaulter 1.

Left-click on the pull-down name menu and double-click on Vanderveer, James. Every one of his skills is 85 percent or better. You can tell this guy earns his high combat pay.



TIP!

To quickly see the stats for *just* the officers you've assigned to an Element or Cell, left-click on the green assignment titles ("Element Leader," "Scout," etc.) in the bottom half of the assignment screen.

Left-click on Assign Officer.
Left-click on Assaulter 2.

Left-click on the pull-down name menu and scroll to Nye, John.

Left-click on Assign Officer.

Left-click Create Sniper Element. Type in "Hyper Snipers". Click OK.

Left-click on the position listed in black, Sniper. Left-click on the pull-down name menu and scroll up or down to Fielding, Terry. Double-click on his name.

Left-click Assign Officer.

Left-click on the position listed in black, **Observer**. As mentioned in our basic terminology, Observers and Snipers serve the same function in *SWAT 2*, and may be deployed together or separately. In real life, an Observer would assist the Sniper by helping to identify targets and assisting with range and windage adjustments.

Left-click on the pull-down name menu and scroll up to Emmet, Mark.

Left-click on his name.

Left-click on Assign Officer.

OK, our recruitment is done, and we've sent one officer to training. Let's be smart:

Left-click on Return.

Left-click on Save Recruitment.

Type in the word "Tutorial". Left-click on OK.

If we were starting off a real campaign, we would probably want to put a lot of other officers into training before starting even our first mission. Since you'll want multiple Assault and Sniper Elements before long, you'll have to start working on them as early as possible.

TIP!

Did You Know...? If an officer's score is 100 percent for any given weapon, that officer will be 100 percent effective with that weapon 100 percent of the time! It sounds too good to be true, but it's a fact. People like you and me could only achieve that kind of success with the aid of anabolic steroids and extreme self-denial.

Time to equip our teams (there's a complete guide to the gear in Chapter 3). Since Emmet is still onscreen, we'll equip him first.

Left-click on the Equip button in the lower window. The lower window changes to the equipment interface, and anything purchased will go into the inventory of whoever's listed in the lower window …currently, that should be Mark Emmet.

Snipers and Observers usually travel light; their basic requirements are the sniper rifle and the Ghillie Suit.

In the Purchase Options window, left-click on the menu entry Sniper Rifle to see a picture of the item and its cost. Right-click on photo to read a detailed description.

Left-click on the Buy Item button. The sniper rifle has been added to Emmet's inventory and the cost deducted from the budget. Let's give the same sniper rifle to our other certified Sniper, Terry Fielding.

Scroll to the name of Fielding in the upper window.

Left-click on the name Fielding. This brings up Fielding's stats.

Left-click on the Buy Item button.

All members of a Sniper Element will want Ghillie Suits, which render them virtually invisible when deployed.

Scroll down the Purchase Options list until you see the Ghillie Suit. Left-click on it.

Left-click on the Buy Item button.

Left-click on Emmet, Mark from the pull-down menu of names.

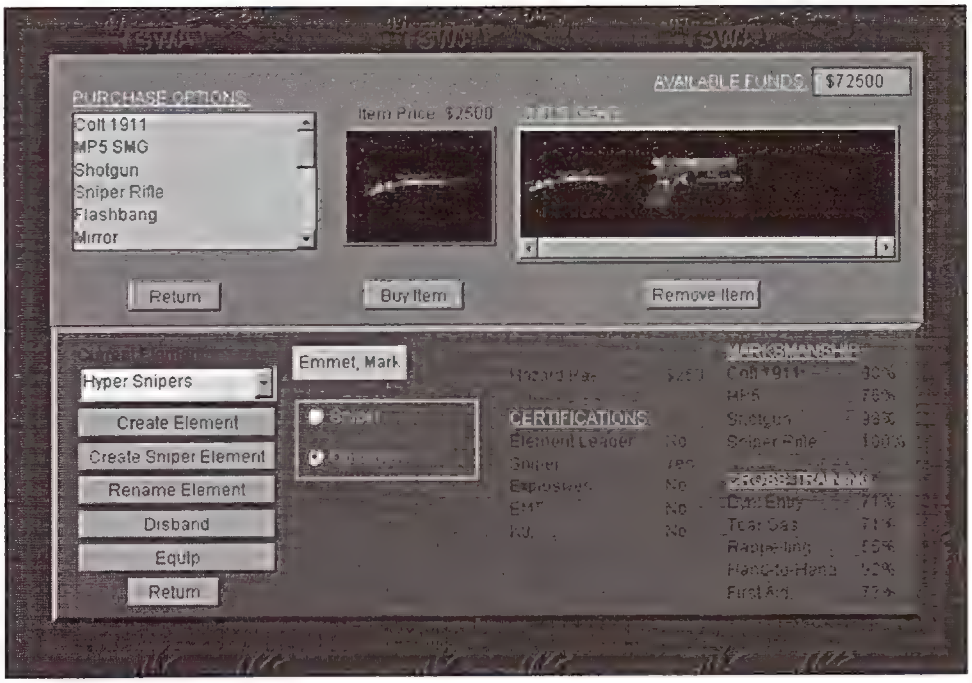
Left-click on the Buy Item button.

Note that you can't actually *wear* the suit until you enter the Mission phase.

TIP!

Shifting Elements—Freeing Up Assigned Officers

Double-click on the officer's name in the pull-down menu in the upper window. Look next to their photo to see the name of the Element they're assigned to. In the Current Element pull-down menu in the lower window, make sure the name of the officer's Element is highlighted. Left-click on the green position title corresponding to the officer's position within the Element. The officer's stats will fill the lower window, and you'll see an Unassign Officer button. Left-click Unassign Officer. Your wish is granted.



AVAILABLE FUNDS $72500

Item Price $2500

PURCHASE OPTIONS
Colt 1911
MP5 SMG
Shotgun
Sniper Rifle
Flashbang
Mirror
Return
Buy Item
Remove Item
Hyper Snipers
Create Element
Create Sniper Element
Rename Element
Disband
Equip
Return
Emmet, Mark
CERTIFICATIONS

Fig. 2-3. Buying a sniper rifle for Mark Emmet. We trust him a lot.

Left-click on the Return button. We're going to see the other way to purchase items, which is to have the Assign screen below and the Equip screen above.

Left-click on Assign.

Select Fly SWATters from the pull-down menu.

Left-click on the green words "Element Leader" to bring up Juarez's stats.

Left-click on Equip. Notice that the Equip window is now uppermost, the preferred screen setup for fast equipping of just your assigned officers.

Highlight the MP5 SMG.

Left-click on Buy Item. Everyone on this team's going to get one, except for the Rear Guard. So…

Left-click on Scout below.

Left-click on Buy Item above.

Left-click on Assaulter 1 below.

Left-click on Buy Item above.

Left-click on Assaulter 2 below.

Left-click on Buy Item above.

Piece o' cake, right? Let's give the shotgun to the Rear Guard, and we'll cruise down the equipment list from there:

Left-click on Shotgun above.

Left-click on Rear Guard below.

Left-click on Buy Item above.

Everyone wants flashbangs; they're easy to deploy, fun to use, and cheap.

Left-click on Flashbangs in the Purchase Options window.

Left-click on Buy Item.

Buy flashbangs for each member of the team: Left-click alternately on each green Element assignment (Element Leader, Scout, etc.) and then the Buy Item button in the Purchase Options window.

Left-click on Mirrors in the Purchase Options window.

Left-click on Buy Item.

Buy mirrors for each member of the team: Left-click alternately on each green Element assignment (Element Leader, Scout, etc.) and the Buy Item button in the Purchase Options window.

Got it?

Here's the rest of the items on our shopping list. Go ahead and purchase the following:

- **A Hooligan for your Scout.** Feel free to purchase them for other team members as well; they're cheap and useful. But in the tutorial, we'll have our Scout do the jimmying.

TIP!

What'll it be? Redundant equipping? Or equipping redundantly? *SWAT 2* leaves open the question of whether to equip officers redundantly; that is, to give each of them duplicates of an item that normally only one would need. Cheaper items—mirrors, Hooligan tools, and anything else you think your budget will permit—should definitely be equipped redundantly, because

(cont...)

- **A battering ram for Assaulter 2.** This is another item you can purchase for others as well.
- **Entry explosives for Assaulter 2,** who happens to be your explosives expert.
- **An explosives detonator for Assaulter 2.** This is another item that qualifies for redundant equipping, since anybody on the force can accurately push a detonator button. Plus, one detonator can trigger anyone's entry explosives. The tricky part of explosives is placing them, not triggering them.
- **A gas grenade launcher for your Assaulter 2.**
- **A gas mask for each unit in the Element.**
- **Rappel gear for your Scout and your Assaulter 1.** There's no rappelling in this tutorial, but they have good rappelling scores, and will need the equipment sooner or later. One person can be the "rappeller" for an entire Element or portion thereof, but some redundancy may be called for.
- **Shields for everybody.** They are lightweight and invisible during gameplay.
- **An EMT kit for your Element Leader and for Assaulter 1.** Neither are certified EMTs, but they're both good enough in first aid to qualify. You should consider giving EMT kits to everybody, regardless of their first aid skills.

I think we're more than adequately prepared for anything that happens in the first mission.

Left-click on Return.

Left-click on Save Game.

Highlight Tutorial and say "Yes" to overwriting the saved game.

Let's roll.

Left-click on the Play Scenario button. This brings up the screen in which you select which Elements to assign to the mission. We'll use the two we created. Remember, though, that in a real campaign, you'd want to have lots of officers back at HQ taking this opportunity to train for future missions.

Left-click on Fly SWATters. Left-click on Add.

Left-click on Hyper Snipers. Left-click on Add.

Left-click on OK to bring up the Mission Map.

Left-click on the CNT button when it begins to flash green. Alvarez will brief you. Note that you can't initiate negotiations unless you're prompted, but having initiated it, you'll decide whether to end negotiations, stall, give in to requests, and other choices. It's always better to negotiate your way out of a situation if you can, rather than resorting to the use of force, but this option may not always be available or appropriate.

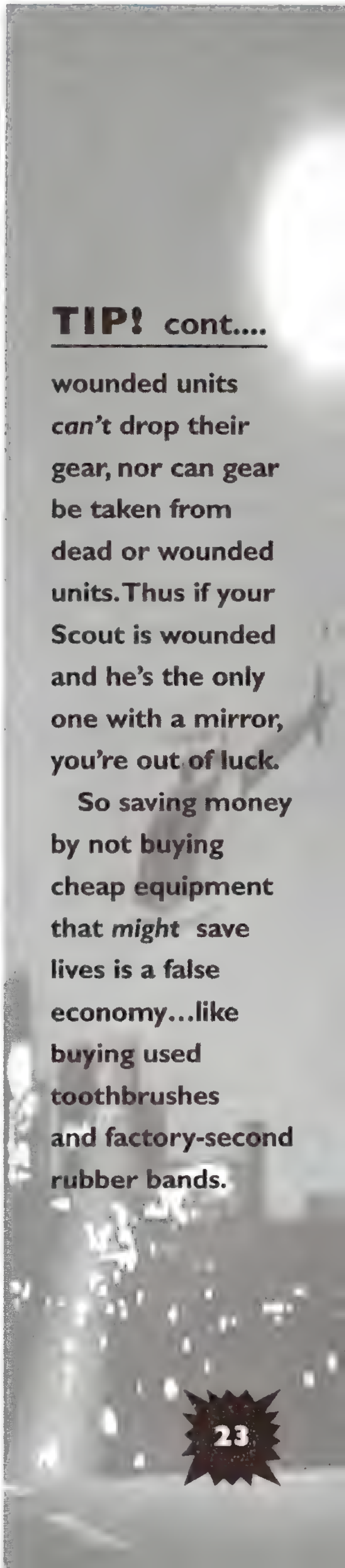
NOTE

Before we start, remember that the movements and actions of the suspect and the hostage in this mission are unpredictable. If you run across them, you may secure them as described at the end of the tutorial. Securing both of them, however, will end the mission. You may not have completed all the tutorial sequences.

First we'll place the Sniper Element. Snipers are great to set up, give a green light to, and forget about for the time being. Snipers may only be placed in certain areas, usually those that provide cover and an elevated vantage point.

We'll deploy them separately because the game permits this.

You're now at the Mission screen, looking at a section of the Overview Map in the bottom right-hand corner. The Switch Maps button (see sidebar) lets you flip easily from one to the other, but you can treat each map as a separate, resizable window to stack in any configuration you like. The default setup makes the most sense to me.



TIP! cont....

wounded units *can't* drop their gear, nor can gear be taken from dead or wounded units. Thus if your Scout is wounded and he's the only one with a mirror, you're out of luck.

So saving money by not buying cheap equipment that *might* save lives is a false economy...like buying used toothbrushes and factory-second rubber bands.

Button, button...

Learn to recognize the main button bars in *SWAT 2*:

Fig. 2-4. SWAT Game Buttons

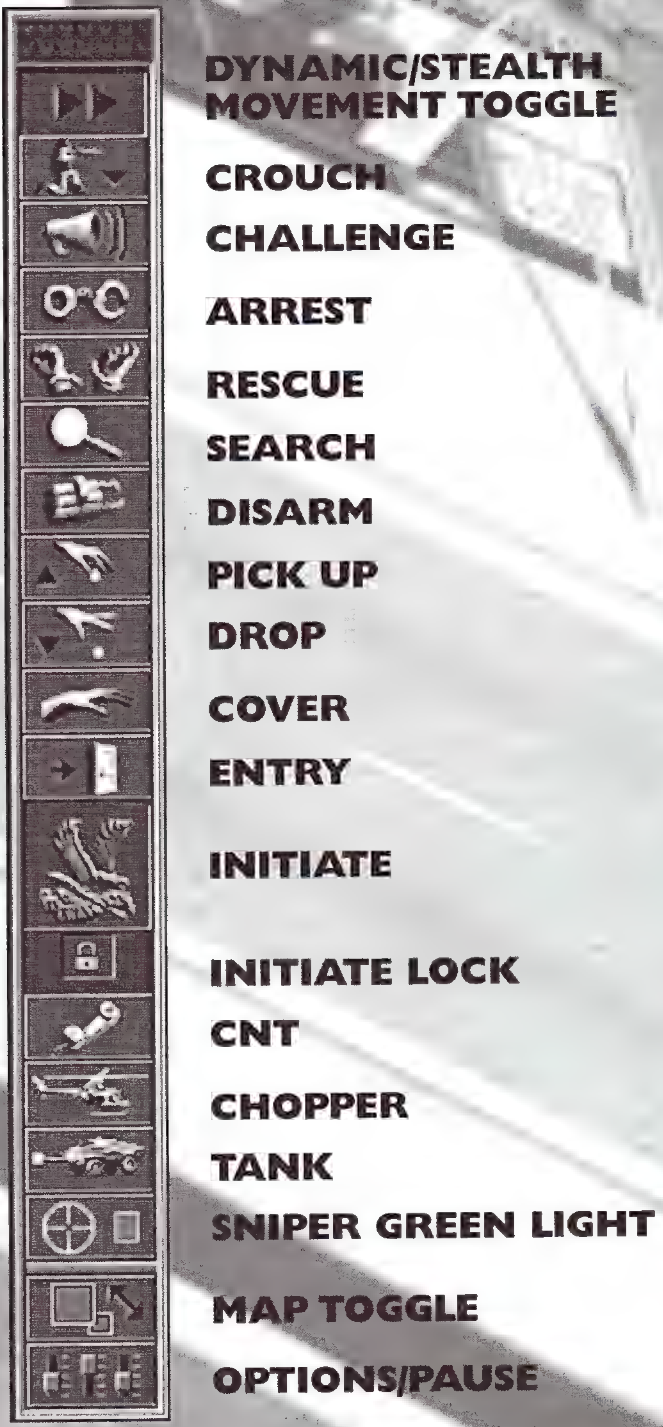

DYNAMIC/STEALTH MOVEMENT TOGGLE
CROUCH
CHALLENGE
ARREST
RESCUE
SEARCH
DISARM
PICK UP
DROP
COVER
ENTRY
INITIATE
INITIATE LOCK
CNT
CHOPPER
TANK
SNIPER GREEN LIGHT
MAP TOGGLE
OPTIONS/PAUSE

Fig. 2-5. SWAT Chopper Submenu

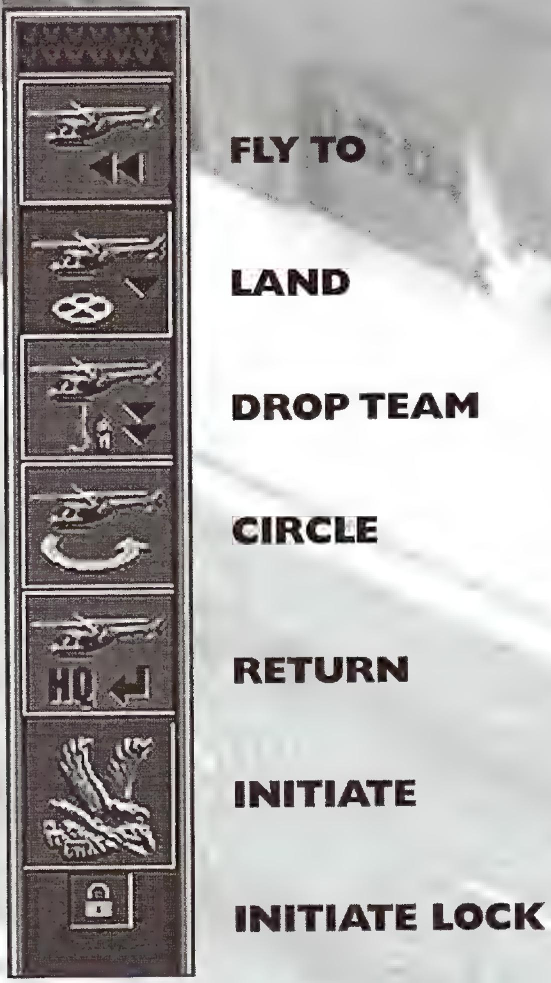

FLY TO
LAND
DROP TEAM
CIRCLE
RETURN
INITIATE
INITIATE LOCK

Fig. 2-6. SWAT Tank Submenu

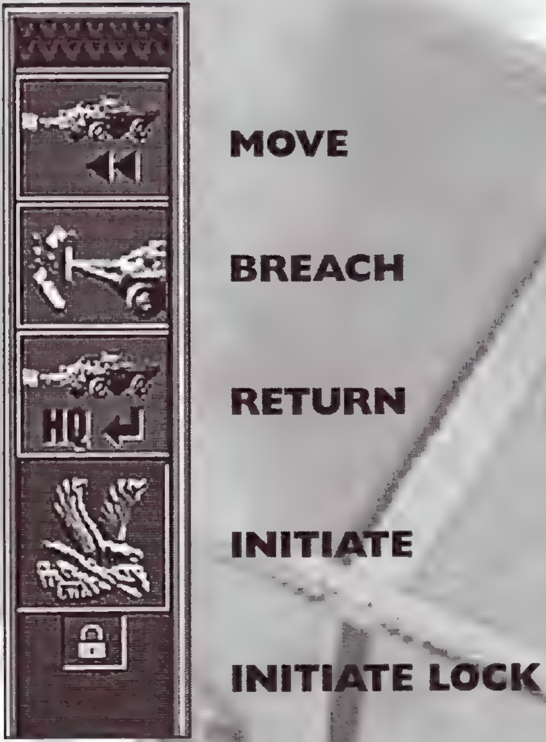

MOVE
BREACH
HQ
RETURN
INITIATE
INITIATE LOCK

Fig. 2-7. Terrorist Game Buttons

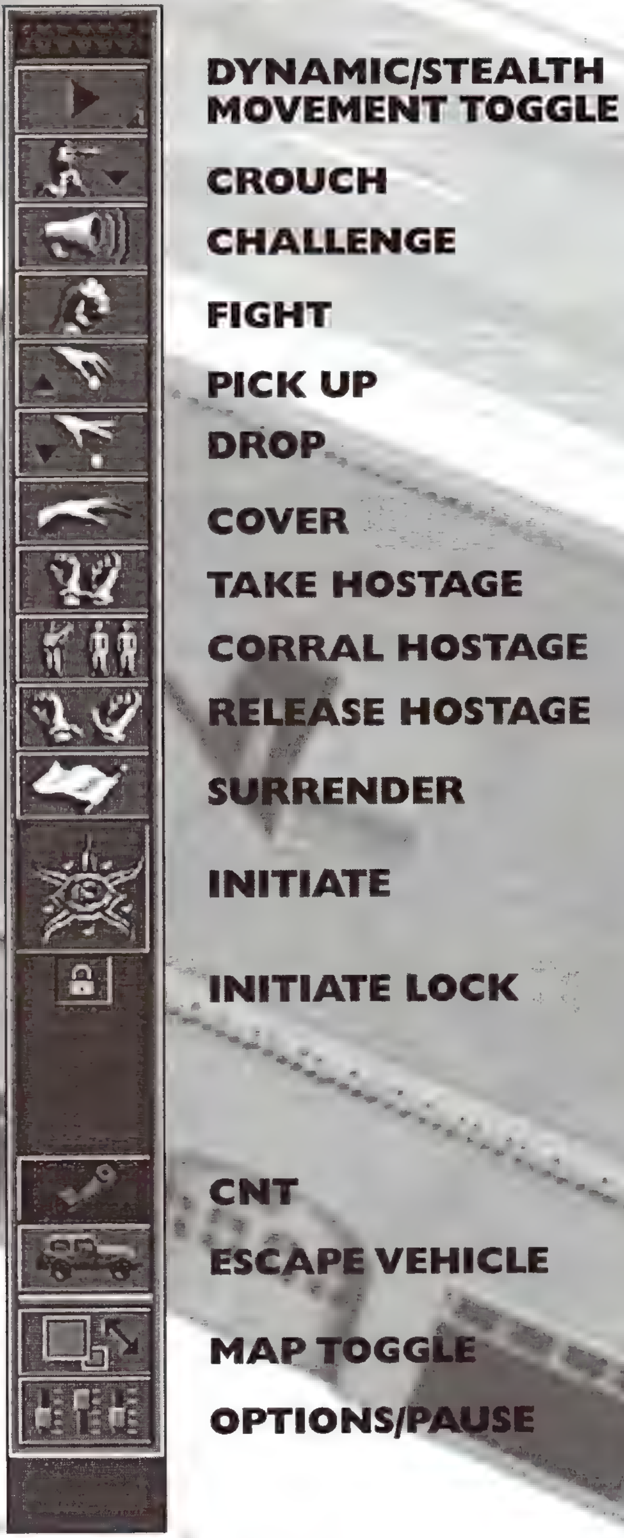
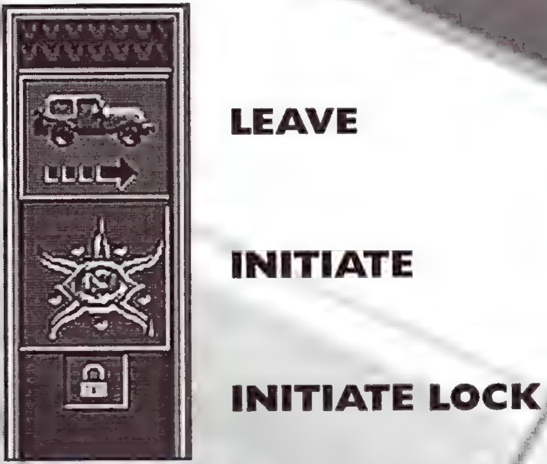

DYNAMIC/STEALTH MOVEMENT TOGGLE
CROUCH
CHALLENGE
FIGHT
PICK UP
DROP
COVER
TAKE HOSTAGE
CORRAL HOSTAGE
RELEASE HOSTAGE
SURRENDER
INITIATE
INITIATE LOCK
CNT
ESCAPE VEHICLE
MAP TOGGLE
OPTIONS/PAUSE

Fig. 2-8. Terrorist Escape Vehicle Submenu


LEAVE
INITIATE
INITIATE LOCK

You can cause the large map to scroll simply by moving the cursor offscreen in the direction you want to move.

There's a variety of ways that units may be selected, so that you can command either individual units, groups of units, or whole Elements. The most intuitive method is to select them by drawing a green box around them. Find the Hyper Snipers onscreen; they'll be the two units with the SN and OB flags over their heads (standing for Sniper and Observer). Now try this: With the mouse, move the cursor to a point up and to the left of the Hyper Snipers. Left-click and hold down the button as you drag the mouse down and to the right. A green wire frame is drawn around the two units. Let go of the mouse button. Those two units are selected, and a blue highlight surrounds the tiles on which they're standing. The highest-ranked unit on the team is always the controlling officer of the team, and it's this unit who appears in the window along the right side of your screen.

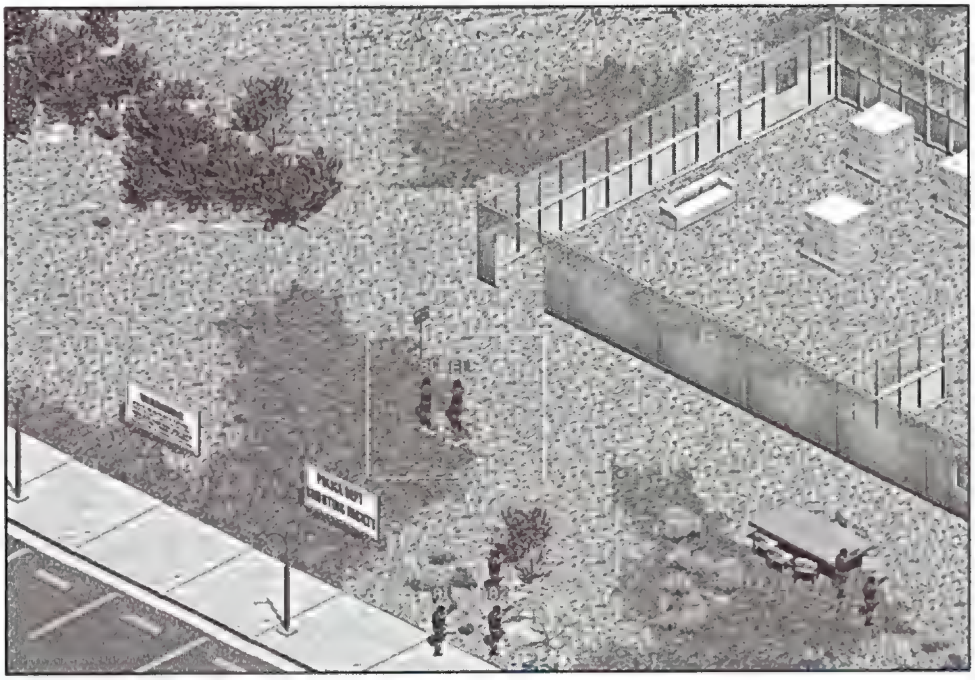


Fig. 2-9. Drawing a green selection box around officers allows you to simultaneously select any or all units for moves and group commands, such as entries or rappelling.

Switch the highlight from unit to unit in the Sniper Element with 1 and 2. Hit 2 to end up with Mark Emmet, the Observer, selected.

These boys should suit up immediately.

Select both Snipers.

Left-click on the Ghillie Suit icon. They should both suit-up.

Left-click Fielding's sniper rifle to put a green wire frame around it. Move the cursor around the screen to find where it turns into a rifle. That's an appropriate place for a Sniper.

Left-click on the rifle on the scaffold just a few tiles to the north-east of the SWAT Command Center. Terry Fielding will walk over and take position on the scaffold.

Hit 2 to highlight Mark Emmet.

Left-click on the Sniper Rifle. Move the cursor to the tiny Overview Map and left-click on its upper right corner. The Mission Map jumps to that location and another scaffold appears.

Before you call Mark over, let's make him run: Left-click on the Dynamic Movement toggle. Left-click on the cursor on the scaffold, and Emmet will run for it. Soon, he'll be in position.

Hit F1 to switch Elements.

The Fly SWATters are now highlighted, and the Element Leader appears.

Left-click on the Unit tab under Juarez's picture.

Left-click on Scout (SC): Milner, H. Notice how the highlight jumps and the photo changes.

Left-click on Rear Guard (RG): McDermott, K.

Left-click on Assaulter 1 (A1): Vanderveer, J.

Left-click on Assaulter 2 (A2): Nye, J.

Let's suit these units up. They should be wearing their shields and, since they're going to play with tear gas, their gas masks as well.

Left-click on the Gear tab below Nye's photo.

Left-click on the gas mask.

Left-click on the shield.

Hit 4.

Left-click on the gas mask and on the shield.

Hit 3. Left-click on the gas mask and the shield.

Hit 2 and Left-click on the gas mask and the shield.

Hit 1 and Left-click on the gas mask and the shield.

Let's try a basic stealth entry: having a Scout mirror a doorway, then moving through it in standard formation.

Hit 2. Scout is the second position in the current Element, so we jump to Milner.

Left-click on the Gear tab below Milner's photo.

Left-click on the mirror to select it.

Move the cursor to the doorway as shown in Figure 2-10, and the cursor changes to a mirror.

Left-click on the mirror in the doorway.

TIP!

Did you know you don't have to individually equip Officers or Terrorists with their shields, guns, ghille suits, gas masks, and body armor? That ordinarily tedious exercise which begins each Mission can be simplified by first selecting an entire Element or Cell (or any part thereof) and then equipping the Element Leader—or whomever's gear is being shown in the window. Whichever Officers or Terrorists are part of the selected group will all equip (or de-equip) the gear simultaneously.

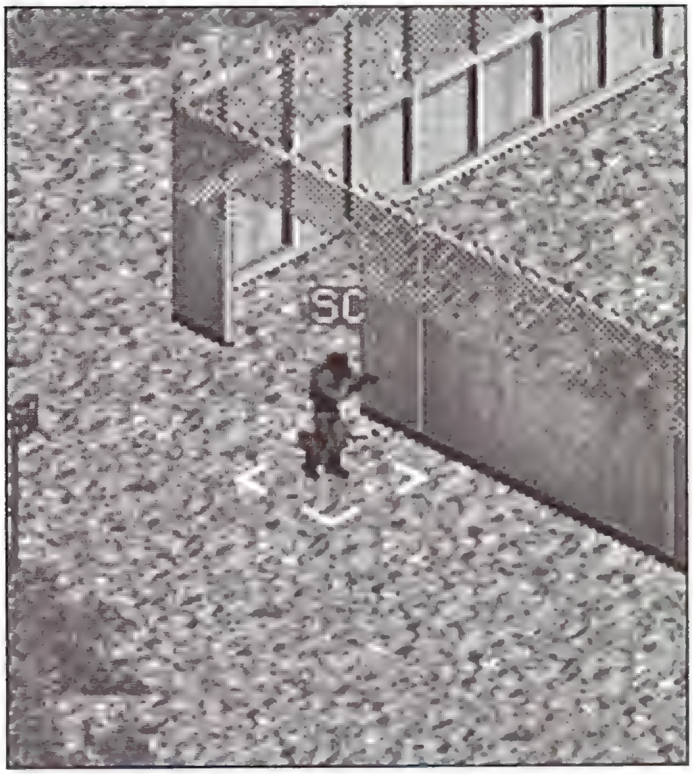


Fig. 2-10. The Scout is mirroring the doorway. Closed doors can be mirrored if it's unlocked or has been "hooliganed" open. Don't forget that you can also mirror corners and doorways while you're inside.

Unless we luck out and the suspect and/or hostage are in the first room, Milner will report the area as clear. Hit F1 to reselect the entire Element.

Hit the Entry button.

Move the cursor to the doorway, and the cursor changes to an entry arrow.

Left-click the arrow on the doorway. The team, or however many people you would've selected had you not selected the entire Element, all get in their preassigned positions for "slicing the pie." They move in opposite directions as they file into the room. This is a standard stealth entry, which may also include using the Hooligan tool to jimmy the door if it's locked, or defusing a booby trap or explosive device.

Let's coordinate several actions at once with the Initiate button.

Left-click on the Initiate Lock button to release the Initiate button.

Hit [3] to select your Rear Guard.

Left-click the flashbang device in McDermott's gear.

Left-click the flashbang cursor on the ground outside the doorway where you entered. Nothing happens because we haven't Initiated yet.

Hit [5] to select Assaulter 2.

Scroll through his gear until you see the gas grenade launcher.

Left-click on the gas grenade launcher. It's the gun with the wooden rifle butt and double hand grips.

Place the launcher cursor in the room below yours, on a straight line through the doorway that divides the two rooms.

Left-click the launcher cursor on the ground.

Hit [4] to select Vanderveer.

Left-click on the Entry button. Move the cursor onto the doorway to the south. The cursor will change into a black entry arrow.

Left-click the arrow on the doorway.

Hit [2] to select Milner.

Left-click on the Entry button, move the cursor to the doorway to the south, left-click the arrow on the doorway.

Hit the [1] key to select Juarez.

Left-click on the Entry button, put the cursor over the south doorway, and click the arrow on the doorway.

Left-click on the Initiate button.

All at once, McDermott will roll a flashbang outside, Nye will launch a tear gas canister into the next room, and the other three will file into the next room. That is, if your aim is good. Note that if either of these devices hits somebody accidentally, it can cause harm…and gas masks are *not* protection against flashbangs! Once the smoke has cleared, proceed.

Hit 2 to select the Scout.

Select the Scout's mirror and click it on the next doorway. You'll get the all-clear.

Select the entire Assault Element, either by hitting F1 or by clicking and dragging a green box around everybody.

Make sure the Entry button is selected. Move the cursor to the arrow on the next doorway and left-click on it.

Initiate.

Proceed stealthily and methodically. There should be no need to fire weapons, no circumstances to warrant Dynamic Entry techniques. And, unfortunately, no need or capacity for rappelling, chopper, or tank action.

Because they're in an elevated position, the Snipers may very well spot either the civilian or the suspect long before your Assault Team locates them. If a Sniper reports a sighting, you should scan the Overview map to look for yellow dots.

The bad guy in this mission—a guy in a green shirt—*probably* won't be threatening us with his weapon at any point; if you challenge him, he'll usually either run or immediately surrender. Do the following as soon as you enter the room where you see him:

Left-click on the Initiate Lock to go into real-time mode.

Select any of your units and left-click on the Challenge button.

Left-click the Challenge cursor on the suspect.

Select a unit—somebody who you can afford to have burdened with the responsibility of escorting—and left-click on the Arrest button.

Click the Arrest cursor (the handcuffs) on the suspect. No matter whether the suspect surrenders or runs, the arresting officer will follow and, unless the suspect manages to vanish from the officer's line of sight, eventually arrest him. That's safe in this mission because

the suspect won't shoot, but in other circumstances, simply running after an armed suspect is inviting trouble.

The hostage, when you meet up with her, may react in a couple of ways. She may be calmly grateful for your intervention and accompany you quietly. Or she may be agitated and scared, in which case she'll bolt. Either way, you'll have to take care of her to end the mission:

When you first enter the room where the hostage is, select one of the units and left-click on the Challenge button.

Left-click the Challenge cursor on the hostage. The officer will probably say something reassuring. The hostage will either allow herself to be rescued, or she'll panic. Either way, select a unit, preferably not a core member (EL, SC, or RG).

Left-click on the Rescue button. Left-click the Rescue cursor on the hostage. The unit will follow her, if need be, until she either vanishes from the unit's line of sight or he catches up with her and rescues her.

After the Mission concludes, you'll go to the debriefing screen. Griff Markossian will let you know how well you did and you'll have an opportunity to check out the factors that went into your score. You'll see which officers (if any) were wounded or killed, how successful you were at accomplishing all the Mission objectives, and what the effect on your budget was. You'll also learn if any officers were awarded medals or received commendations.

Provided you don't lose it and start shooting at each other or at the other characters, you should do well in the debriefing interface. If you don't score a PR rating of 82 percent and a Cumulative of 79 percent, you've been wantonly reckless somehow. Was *anybody* endangered, wounded, or killed? It's pretty hard to mess this one up.

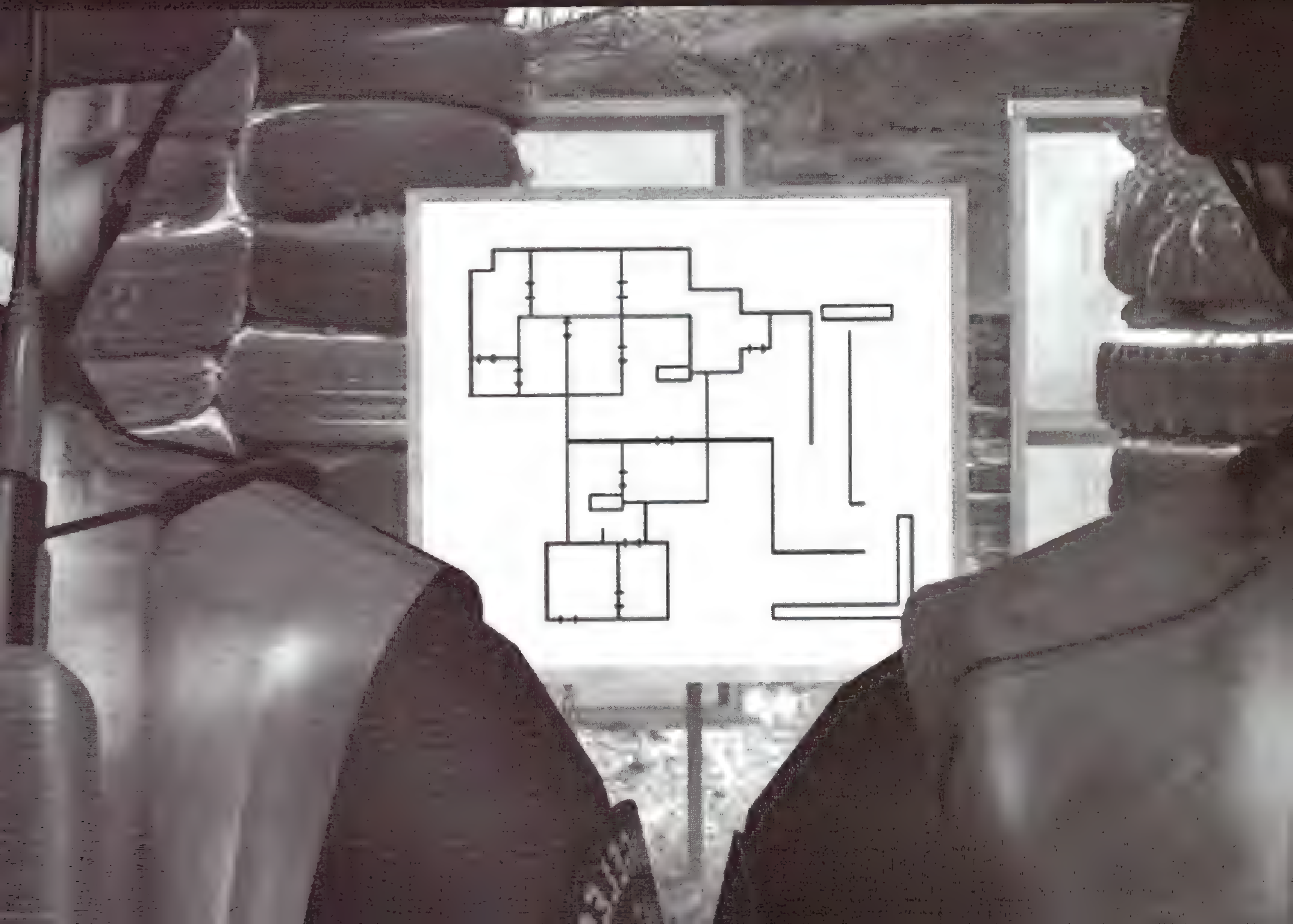
In the following chapter, we'll go into greater depth about recruitment and training, the equipment, the actual deployment, and the monetary consequences.

TIP!

If you hold down the Tab when you have an active command cursor (arrest, rescue, etc.), then the cursor will automatically lock onto a moving target. This is especially useful for rescuing a panicking hostage.

CHAPTER THREE:

How To Play *SWAT 2* WELL



Recruitment and Training

Assault Elements

Assault Elements are the backbone of *SWAT 2*. Although many missions may be brought to a reasonable conclusion without the use of any Snipers whatsoever, no mission can succeed without Assault Elements.

Notice I said "Elements," plural. Yes, you may find that you can cruise through the first six missions or so with only one Assault Element, without worrying about training off-duty units and making minimal substitutions if a unit sustains an injury that brings his or her health below 60 percent. But, this would be a fatal mistake in campaign mode, because by Mission 7, you'll probably be wishing you had at least two or three fully trained Assault Elements. By the time the last few missions come around, you'll want six to eight Assault Elements...that's more than a third of your entire contingent. And that's not even accounting for injury (frequent), death (less frequent), and the ever-present possibility of suspension or termination.

The offenses for which an officer may be suspended or terminated are:

- Killing a threatening suspect (one-mission suspension)
- Killing a non-threatening suspect (two-mission suspension)
- Wounding a non-threatening suspect (one-mission suspension)
- Wounding a hostage (two-mission suspension)
- Wounding a fellow officer or K9 (two-mission suspension)
- Wounding a bystander (two-mission suspension)
- Killing a hostage/bystander/fellow officer (termination)

TIP!

Suspensions and Terminations

Suspension is *SWAT 2's* way of telling you to cool off. It's also something that happens if an officer kills a threatening suspect. The shooter always gets investigated, even if the result is a medal. Termination—being kicked off the force—is *SWAT 2's* way of telling you to find a new job. *If your officer's suspension is two missions, or if he's kicked off the force, you'll know your officer actually did wrong.*

The most salient skills for each position are discussed below.

ELEMENT LEADERS

The requirements here are fairly stringent, before one can even qualify for EL certification, one must have:

- **Colt 1911 (Marksmanship)**

  This is the SWAT Assaulters' short-to-medium-range firearm. To qualify as an EL the skill level must be at least 81 percent.

- **MP5 Submachine Gun (Marksmanship)**

  The EL's primary medium-to-long-range weapon, skill with this firearm must also be at a minimum of 81 percent before the unit qualifies for certification.

- **Shotgun (Marksmanship)**

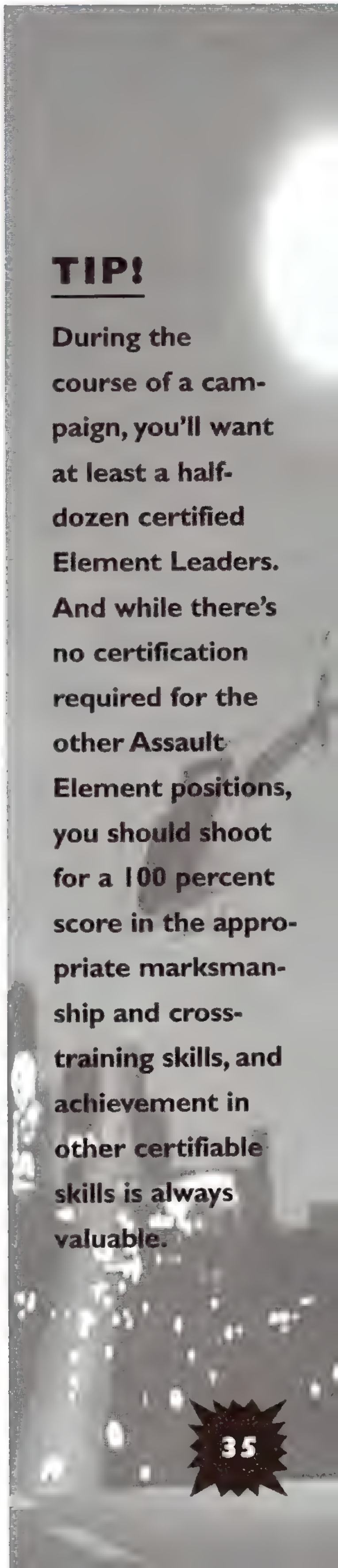
  Because an EL must be ready to step into the role of any of the other Assault Element positions, candidates for EL must be proficient with the 12-gauge shotgun (which is the Rear Guard's short-range weapon). Again, we're looking for at least 81 percent proficiency before certification.

- **Hand-to-hand (Cross-training)**

  It's not enough for ELs to be adept at firearms; they must also score 81 percent or better in fisticuffs to qualify to certification.

- **Dynamic Entry (Cross-training)**

  Another skill that must be at 81 percent or higher to qualify for EL certification, Dynamic Entry is the art of quick, direct confrontation. Battering ram and entry explosives to be exact.



TIP!

During the course of a campaign, you'll want at least a half-dozen certified Element Leaders. And while there's no certification required for the other Assault Element positions, you should shoot for a 100 percent score in the appropriate marksmanship and cross-training skills, and achievement in other certifiable skills is always valuable.

- **Rappelling (Cross-training)**

  Prospective ELs must have rappelling skills of 71 percent or more. Since they're the leaders, it stands to reason that they must be able to lead their teams anywhere, even up and down the sides of buildings, from helicopters, etc.

- **Tear Gas (Cross-training)**

  This skill has to be at 71 percent or higher for all prospective ELs.

- **First Aid (Cross-training)**

  The last requirement for would-be Element Leaders is a First Aid rating of 71 percent or greater.

SCOUTS

It's not enough anymore to *just* be clean, brave, thrifty, and reverent. A Scout's most important training categories are:

- **Colt 1911 (Marksmanship)**

  The Scout may be the first to go where others will follow, so he/she is more likely than most to encounter sudden opposition. The Colt is ideal for short-to-medium-range shooting.

- **MP5 Submachine Gun (Marksmanship)**

  This skill's important for the same reasons as given above for the Colt, and also on general principles: every Assault Team member should shoot for a 100 percent score in the Marksmanship categories for the position's two weapons.

- **Hand-to-hand combat (Cross-training)**

  Again, this skill is needed because of the tendency of Scouts to be the first to step into the thick of things.

- **Rappelling (Cross-training)**

  Scouts need to be able to get into locations that aren't easily accessible.

- **K9 Handling (Certification)**

  Although this is not at all a prerequisite for being a good Scout, a Certified K9 unit has an enviable 150 percent score in hand-to-hand combat. The dog is also valuable at sniffing out suspects, an advantage that most Scouts lack.

- **Explosives Expert (Certification)**

  While this certification suggests great skill at deploying entry explosives, the advantage to the Scout is the increased ability to disarm booby traps. For the first person on the scene, as a Scout often is, this is obviously an important skill.

REAR GUARDS

The core of any Assault Element is the trinity of Element Leader, Scout, and Rear Guard. As such, most of the necessary skills of the Rear Guard are identical to those of the Scout and the Element Leader, but the following are uppermost:

- **Colt 1911 (Marksmanship)**

  As with other members of an Assault Element, superlative skill with the basic short-to-medium-range firearm is a must.

CAUTION!

Although K9 Units can be equipped with a tear gas launcher, they will suffer the effects of the gas if they use it. There are no gas masks for the dogs. So, if the dog is incapacitated then the officer is as well.

- **Shotgun (Marksmanship)**

  Whereas all other Assault Element members use the Colt for short-to-medium range and the MP5 SMG for medium-to-long-range, the Rear Guard trades an SMG for a Shotgun. Top marksmanship is a must, since the shotgun has a 15° cone of fire and can easily hurt the good guys.

- **Dynamic Entry (Cross-training)**

  As part of the Element's core, Rear Guards are less likely than the optional Assaulters to be hanging back and protecting hostages or providing cover. Their Dynamic Entry skills should be equal to those of the other core members.

ASSAULTERS

An Element's two optional Assaulter positions may be filled with any sort of unit you prefer. They needn't be certified as Element Leaders, Snipers, EMTs, Explosives Experts, or K9 units, nor do they require any specific cross-training or marksmanship skills. You may elect to have them perform duties for which no training is available, such as escorting hostages or collecting evidence.

Still, you never know what's going to happen during a mission; the AI ensures that. So, it makes sense to train all Assaulters in the skills that every Element officer is likely be called upon to employ.

- Colt 1911 (Marksmanship)
- MP5 SMG (Marksmanship)
- Dynamic Entry (Cross-training)
- Hand-to-Hand Combat (Cross-training)
- Tear Gas (Cross-training)

Additionally, it's a good idea to make sure that each Element has at least *one* person certified as an EMT. The value of first aid cross-training increases dramatically with EMT certification.

Terrorists

For Terrorist games, there are no certification programs. And because a Terrorist Cell's three positions are undifferentiated, there are no skills more important for one Cell member than for any other. The following are some points to keep in mind:

- Each Terrorist is already equipped with the .50 AE, a significant investment. Everyone should be proficient.
- Training time and money are limited, and a Terrorist can't carry the auto rifle (LR 300) and the sniper rifle (MSG90) at the same time. So identify whether each Terrorist is stronger in the LR 300 or sniper rifle, and choose to train in whichever skill is already highest.

Equipment

For SWAT games, here are the items that can be trained for, purchased, and equipped. Note that other (Terrorist) items may show up, also.

SWAT Equipment

COLT 1911

All Assault Element and Sniper Element units come already equipped with these. They're preferred for short-to-medium-range targets. To use, Left-click on it in the Gear menu (it may be selected and de-selected with the space bar); Left-click on a target to fire a single shot. Ammo is unlimited, though it may take a few seconds to reload.

TIP!

***SWAT 2*'s Instant Online Reference**

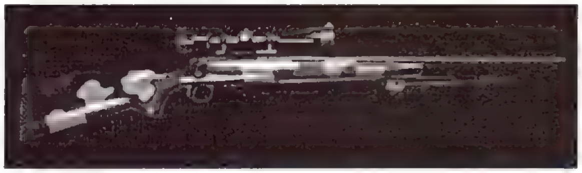
Get in the habit of right-clicking on images; you'll learn a lot with this excellent feature. For instance, when you're buying equipment, right-clicking on any of the items (their images or names) will give you most of the pertinent information for that item at a glance. And don't forget, F12 calls up the manual for easy reference.

MP5 SUBMACHINE GUN

Most Assault Element units (Rear Guard is the major exception) should carry one of these. They're preferred for medium-to-long-range targets. No unit may carry one of these *and* either the Shotgun or the Sniper Rifle. To use, left-click on it in the Gear menu (it may be selected and de-selected with the space bar); Left-click on a target to fire a single round, or left-click-and-hold for sustained bursts. Ammo is unlimited, though it may take a few seconds to reload.

BENELLI SHOTGUN

Preferred short-range weapon of Rear Guards, who typically cover the Scout. No unit may carry one of these *and* either the submachine gun or the sniper rifle. The shotgun sprays a 15° cone of fire. To use, left-click on it in the Gear menu (it may be selected and de-selected with the space bar); Left-click on a target to fire a single round, or left-click-and-hold for sustained bursts. Ammo is unlimited, though you'll hear the weapon reloaded between shots.



SR60 .308 SNIPER RIFLE

All units must be certified to carry this long-range weapon. No unit may carry one of these *and* either the MP5 submachine gun or the shotgun. To use, the unit must be deployed in an appropriate location. To find the location, select the weapon and move it around the screen. Anywhere the cursor changes to the rifle is a deployable area. Left-click to move the unit to that position. Once the unit is deployed, the cursor will change to a crosshair (the rifle may be selected and de-selected with the space bar). The crosshair symbol changes to an empty circle when the crosshairs are outside the field of fire. Left-click on a target when the crosshairs are active to fire a single round, or left-click-and-hold for sustained bursts. Ammo is unlimited, but there will be a pause while the Sniper reloads.

GAS GRENADE LAUNCHER

Carrying this item does not prevent the player from carrying any of the other firearms. When selected, the tear gas cursor will highlight when moved over open doors, windows, and other appropriate targets. Ammo (tear gas canisters) is unlimited.

NO. 25
DISTRACTION DEVICE

FLASHBANG

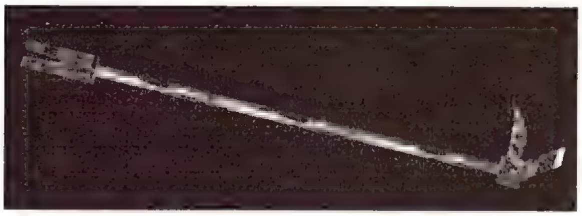
Every Assault Element unit may buy and deploy these distraction devices (Snipers may as well, but not when deployed). Use them to draw attention away from entryways and other SWAT activities. Aim slightly away from suspects, as contact with an exploding flashbang is hazardous.

CAUTION!

Tear gas grenades and flashbangs have a tendency to bounce off of vertical surfaces. If you line up your shot from the bottom or top of the screen, you stand a better chance of making the shot on the first try than if you try lining up from the left or right of the screen.

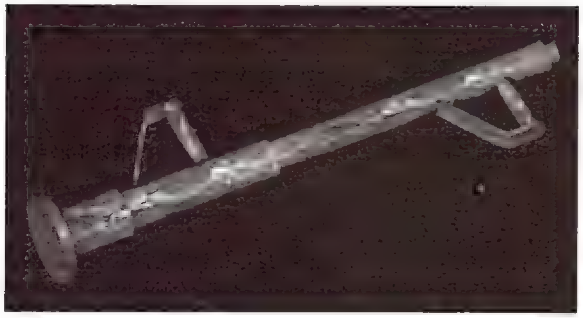
MIRROR

Using this is the Scout's responsibility, though any unit can use one. Since they're cheap, give them out freely just in case your Scout becomes incapacitated. Mirrors may be deployed with open doors, closed but unlocked doors, and around entryways and corners. Jimmying open a locked door with a Hooligan tool and then utilizing a mirror still constitutes a stealth entry. They may be selected and de-selected with the space bar.



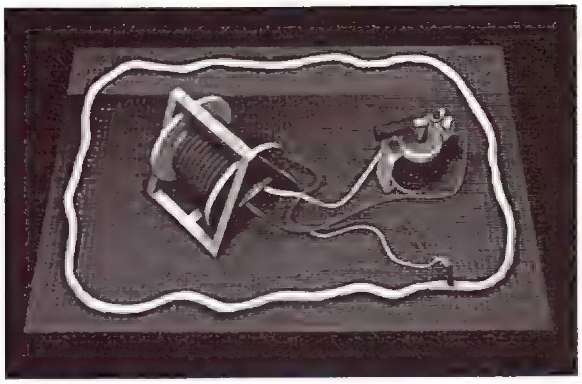
HOOLIGAN TOOL

Anyone can use them, but they come in handy particularly for Scouts, who may use them prior to mirroring a doorway. Again, they're cheap and useful, so give them out freely. Select and de-select with the space bar.



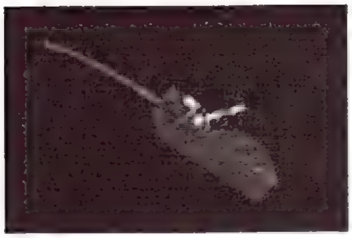
BATTERING RAM

Using a battering ram changes a stealth entry into a dynamic entry, thus there's no advantage to having your Scout use one. Dynamic Entry skills apply so Assaulters 1 and 2 are prime candidates for handling battering rams. They're helpful for opening a booby trapped door since your officers don't automatically go through.



ENTRY EXPLOSIVES

While any officer can use these, certified experts have a better chance of success. They can only be used on doorways, and you not only blow the door, you blow your chances of a stealth entry also. To use, select and click against a door to place. A detonator must then be used. Though the charge is relatively small, stay back out of harm's way.



DETONATOR

As with entry explosives above, certification in explosives is highly desirable here. Unlike the explosives themselves, though, one detonator will suffice for as many explosives as you want, so it is a one-time investment. To use, left-click the detonator on an entry explosive board already placed by a doorway. Watch out.

GAS MASK

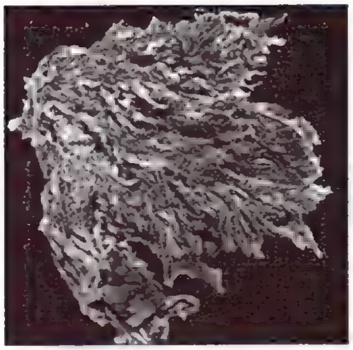
All members of an Assault Element should have gas masks. During a mission, the mask must be worn to be effective: Left-click on the mask to put a yellow highlight around it. The yellow highlight confirms that the item is being worn. Make sure everybody's mask is similarly highlighted.

RAPPEL GEAR

If one officer has rappel gear, anyone in the Element can rappel along with that officer. Rappelling is only used in conjunction with the helicopter. When you want to rappel, land the chopper at an appropriate location. Left-click on the rappel gear to select it (the green box). Left-click the cursor on the landed helicopter. Move the chopper above the area where you want to land the rappel team (use the chopper's shadow to guide you), then left-click the Drop Team button located on the Chopper menu. Move the cursor to the exact area where you want to drop the team, and if it turns into an outline of the standard chopper crosshair, you're in business.

BALLISTIC SHIELD

Buy everyone one of these shields if you can afford them. They reduce damage without slowing down a unit or affecting its aim. During a mission, the shield must be equipped to be effective. Left-click to put a yellow highlight around it. Make sure everyone's shield is similarly highlighted.



GHILLIE SUIT

The Ghillie Suit is only for certified Snipers, and they all should wear them: they confer virtual invisibility when deployed. The suits must be worn to be effective. Left-click to put a yellow highlight around it. This will automatically cause all other Ghillie Suit owners in the element to wear theirs as well.

EMT KIT

Certified EMT officers use these kits most effectively, but anybody can try. Highlight the kit and click the cursor on a downed hostage, suspect, or officer. Or test your veterinary skills on a K9 unit. (If you can't click the kit on someone, they're dead.) The officer kneels by the victim then rises after 10 seconds. Successful first aid keep the victim's health from decreasing further. Officers won't do first aid on suspects.

Terrorist Equipment

.50 AE MAGNUM

The .50 AE Magnum is to the Terrorist what the Colt 1911 is to the SWAT unit: a default short-range, single-fire weapon. Carrying this weapon does not exclude the Terrorist from carrying one of the two optional rifles. Ammunition is unlimited.

LR 300 AUTO RIFLE

Each Terrorist may carry either this rifle or the sniper rifle, but not both simultaneously. Left-click for a single shot, or left-click-and-hold for sustained bursts.

MSG90 SNIPER RIFLE

Each Terrorist may carry either this rifle or the LR 300 Automatic Rifle. To use this rifle, the Terrorist must be deployed in an appropriate location. To find the location, select the weapon and move it around the screen. Anywhere the cursor changes to the rifle is a deployable area. Left-click to move the Terrorist to that position. Once the Terrorist takes up position, the cursor will change to a crosshair (the rifle may be selected and de-selected with the space bar). If the crosshair changes to an empty circle, then the target is out of the field of fire. Left-click on a target to fire a single round, or left-click-and-hold for sustained bursts. Ammo is unlimited, but there will be a pause while the Sniper reloads.

BODY ARMOR

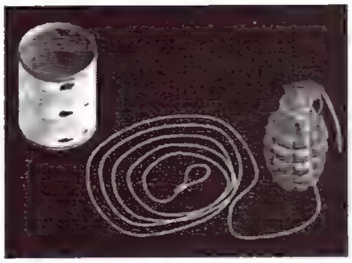
Virtually mandatory for all Terrorists, body armor must be worn to be effective: Left-click to put a yellow highlight around it. Make sure that all other Terrorists have equipped their armor as well.

GAS MASK

These are Israeli surplus masks. All Terrorists should own them and have them equipped: Left-click to put a yellow highlight around the mask. Verify that all other Terrorists have equipped theirs as well.

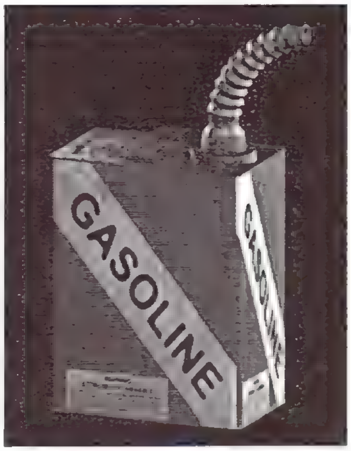
HAND GRENADE

The Terrorists' grenades are used in a fashion similar to the SWAT officer's flashbangs. Vertical aiming is more effective than horizontal aiming. Each Terrorist should carry several grenades into each mission; they go quickly, and are safer to experiment with than bombs or booby traps.



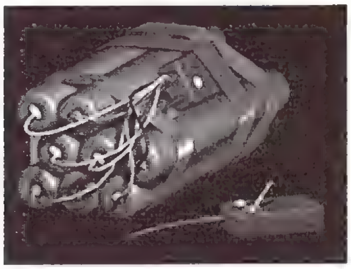
BOOBY TRAP

These can be deployed just about anywhere, but a Terrorist's chances of blowing himself or herself up are in direct proportion to that Terrorist's booby trap skill. Place them anywhere simply by selecting a booby trap and clicking it wherever the cursor shows the grenade-and-tripwire symbol.



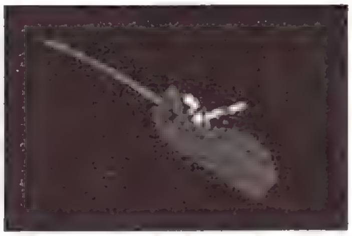
GASOLINE

You can stir up quite a conflagration and set off terrific chain-reaction explosions by clicking a gas can somewhere (or dropping it) and then, standing well back, shooting the can. They're also cheap and idiot-proof to deploy.



EXPLOSIVES

Deploying explosives is tricky business; success at deploying is directly proportional to the Terrorist's explosives skill rating. A detonator is required to trigger the explosion after the explosives have been set down.

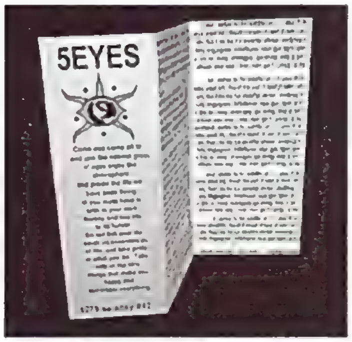


DETONATOR

After someone has successfully placed a bomb, anyone with a detonator may trigger the explosion. Left-click on the detonator to select it (green box), then move the cursor onto the dynamite. If the cursor changes to a remote, you're in business; just make sure you're as far away as you can get when it sets off the charge.

KNIFE

All Terrorists should carry a knife for hand-to-hand combat purposes. To enable its use, the Terrorist must be in fight mode (click the Fight button) and the green box highlight must be around the knife.



PAMPHLET

All Terrorists should carry pamphlets to attempt to foster the Stockholm effect in hostages. Highlight the pamphlet and click it on a hostage to try to recruit the hostage for subsequent missions.

Deployment

We'll explore deployment for each mission in detail in Chapter 4 (SWAT Missions) and Chapter 5 (Terrorist Missions). But, there are some good general rules to follow, whether you're playing to win, or just experimenting.

- **Right-click on buttons and items!**

  I can't say enough about this particular feature. Instead of just giving you the name of a button or piece of gear, right-clicking gives you a brief but comprehensive explanation. This can be so much more convenient than thumbing through the manual during an exciting part of the mission.

- **Turn your Initiate Lock off.**

  This will mean that most commands will "stack up" and only be carried out once you tap the Initiate button. This is more realistic, and needn't be appreciably slower, than playing with the Initiate Lock on. It allows you to carefully coordinate the actions of many units or Elements at once as if they were communicating via the LASH (Los Angeles SWAT Headset). It's not only more true to life, but a lot more satisfying. When events unfold very quickly and you want your units to respond immediately, you can simply tap Initiate after every command… or temporarily lock down the Initiate button.

Learn to quickly scan the Mission and Overview Maps.

Why? Because on the Mission Map, it's often difficult to distinguish the Terrorists from the hostages. True, the Terrorists are all holding guns, but your view may be obscured. If you make a point of always glancing at the Overview Map the moment you see a new person, you'll be able to tell them apart:

Table 3-1. Overview Map Icon Legend

Character or Item	Color
Terrorist	Green
SWAT Officer	Blue
Bystander/Hostage	Yellow
Other Armed NPCs	Orange
Dead/Wounded Character	Red
Objects	Purple

NOTE

Suspects may first appear as bystanders (yellow dots). Their dot will turn green when the NPC is recognized as a threat.

Bullhorns are not really bullhorns.

The bullhorn is the Talk icon. You can't click the bullhorn on a building and say, "Come out with your hands up." That's the CNT's job. The bullhorn is really just for challenging suspects to give up (which they'll only do infrequently). Sometimes you can sense that it's not worth taking the time to try, but most of the time, you should try anyway since it's the cheapest, easiest, and safest way to bring an incident to a perfectly clean conclusion.

TIP!

Obstructions

There are 4 kinds of obstructions to keep in mind when shooting your gun:

1. Total obstructions (example: an unbroken wall) You cannot shoot through these. This is real life, and you're not packing a cannon.

2. Half-height obstructions (example: furniture)
- You can easily shoot past these if you're standing close.
- There's a chance you'll hit the obstruction if the suspect is standing or crouching behind it.

(cont...)

Table 3-2. To Challenge or Not?

If	Then
Weapon is raised and Suspect *has* hostage	Don't Challenge. Take immediate action.
Weapon is lowered and Suspect *has* hostage	Challenge (best judgement)
Weapon is raised and Suspect *has no* hostage	Challenge (best judgement)
Weapon is lowered and Suspect *has no* hostage	Challenge

You can, and may want to, arrest hostages.

Hostages may have had their heads turned by Basho's persuasive verse. (If you don't believe it's persuasive, read it 1,200 times like I did, just for fun, and tell me you don't start thinking maybe there's something to it.) There's no penalty for arresting a hostage.

Have optional officers be escorts for your hostages.

Rescuing a hostage prevents an officer from dynamic movement and other duties. If it's at all practical, have the officer escort the hostage to the Command Post (marked by a blue X in the overview map and cones in the mission map), then return to the team.

Make heavy use of the function keys and number keys.

Function keys select entire elements, in the order in which you assigned them to the mission. The number keys 1-5 select specific units within an element. When you've

TIP! cont....

- Snipers deployed in a high sniping position have greater accuracy shooting over these.

3. Shoulder-height obstructions (example: shrubs)

- You can easily shoot past these if you're standing close.
- You can *not* shoot around a shoulder-height obstruction if you're crouching.
- You can *not* shoot a suspect who's crouching behind one of these. Got that?
- Snipers deployed in a high sniping position have greater accuracy shooting over these.

(cont...)

got a ton of SWAT guys on the map, it's nice to know that two quick keystrokes will take you to precisely the officer you want in the element you want. No need even to look at the map.

TIP! cont....

4. Narrow obstructions (example: a tree)

- **You can easily shoot past these if you're standing close.**
- **There's a chance you'll hit the obstruction if the suspect is standing or crouching behind it.**
- **Snipers deployed in a high sniping position have greater accuracy shooting around these.**

PR and Budget

If the Terrorists don't make you cynical, the bureaucrats certainly will. They'll lower your SWAT budget if you make the department look bad. This punishment/reward thing is fine if we ignore the fact that sometimes you can look bad simply because you don't have the money to make the necessary improvements.

Well, tough. Welcome to the real world. The budget you're given initially is generous enough that you can afford to make some expensive mistakes, and still wind up with the best campaign ending the game has to offer. Note that your *people* are most difficult to replace. Keep that in mind, but don't let it cripple you, either.

Because PR controls the flow of money, we need to know exactly what controls PR. The following events will determine a mission's PR rating:

- Bystanders/Hostages Saved/Wounded/Killed/Taken in Escape
- Suspects Wounded/Killed/Escaped/Arrested
- Officers Wounded/Killed
- Evidence Recovered
- Weapons/Explosives Recovered
- Quality of CNT Decision Making

Appendix D contains a complete schedule of Mission Ratings, PR Factors, and assorted formulae for determining the budgetary impact of any outcome. Appendix E contains the same information as applied to Terrorist games.

CHAPTER FOUR:

The SWAT Missions

Mission 1: Shooting House Training

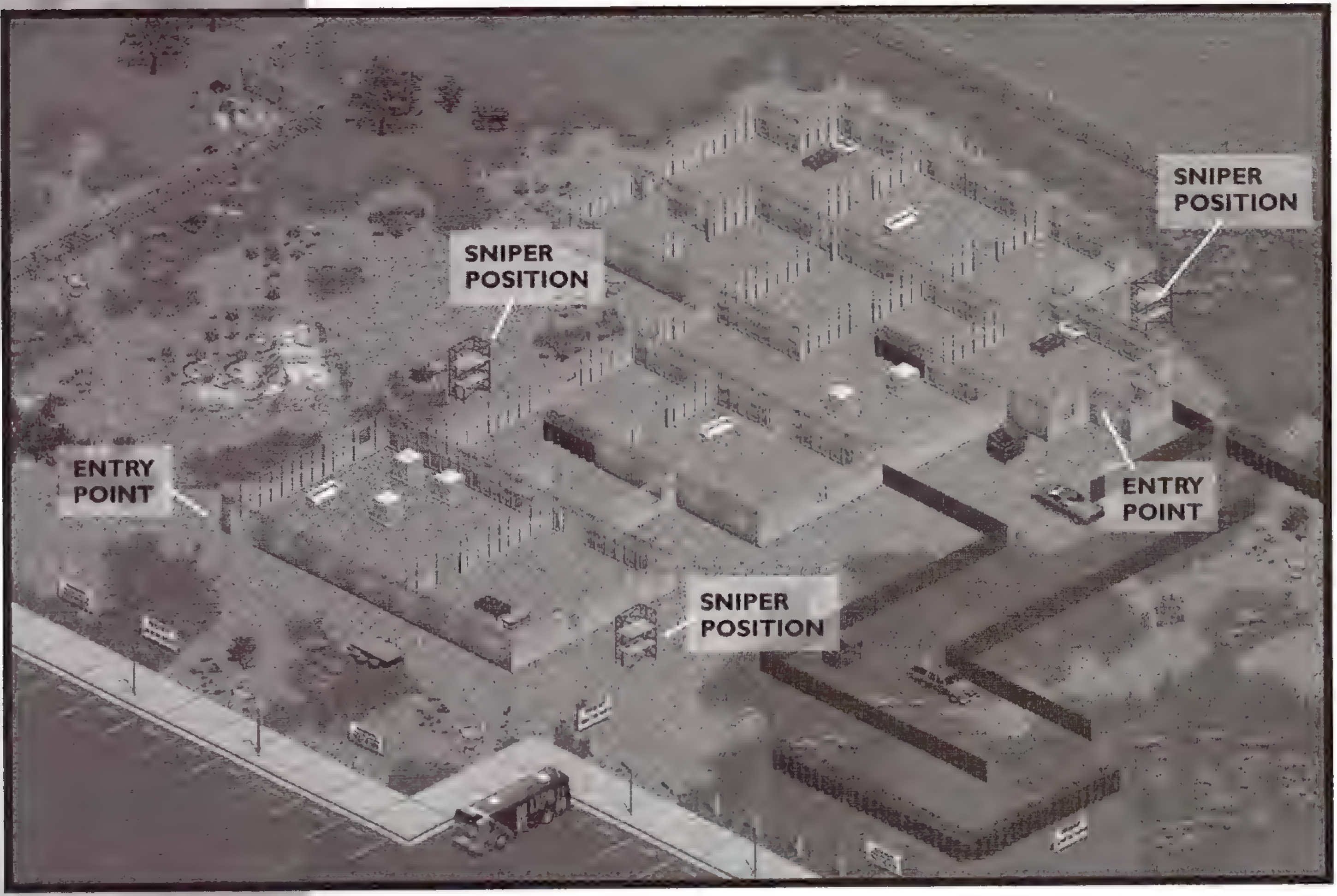

SNIPER POSITION
SNIPER POSITION
ENTRY POINT
ENTRY POINT
SNIPER POSITION

Fig. 4-1. The Shooting House.

What You Really Want To Do

This Mission is a cakewalk. Simply find and arrest the suspect, and find and rescue the hostage. Neither will give you any trouble apart from some possible running around.

The suspect will either run or give in. Don't sweat this one. I couldn't even get the suspect to run away. Just challenge him and arrest him. Challenge the female hostage and rescue her.

Since this is your first Mission in the campaign, get off to a good start and equip everyone's shields, gas masks, and/or Ghillie suits. If you equip just the Element Leader, everyone else in the Element should follow suit.

Get into the habit of having your Scout mirror doorways and corners before the team makes an entry. He'll report on suspect and bystander activity as well as spotting bombs and booby traps.

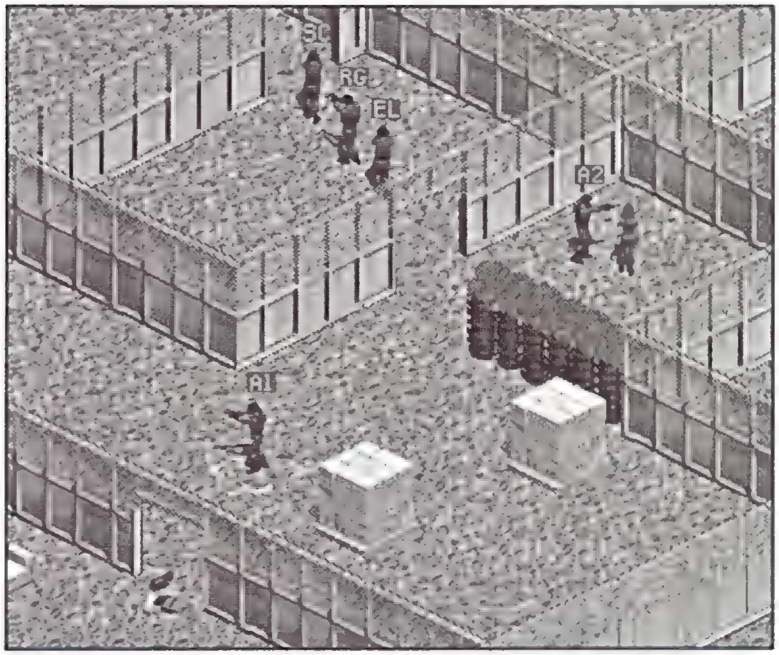


***Fig. 4-2.** A2 is rescuing a female hostage, A1 is arresting a male suspect. Both Assaulters are now prevented from making entries until they drop their hostages at the Command Post (the area marked by cones).*

And don't shoot *anybody*. Both the hostage and the suspect are being portrayed by other SWAT officers. You can, however, use flashbangs and tear gas.

Both the suspect and the hostage must be taken care of for this Mission to end. (There's one other way, but it's very bloody and pointless and will ruin everyone's day.)

What To Look For

There is no evidence to be collected in this Mission.

TIP!

A unit that uses flashbangs, tear gas, and other weapons during most Missions will get a small increase in that item's associated skill. This is an ideal chance to get a little training. Have folks practice a little of everything. You won't be able to practice setting entry explosives, using the tank or helicopter (which includes rappelling), hand-to-hand combat, or First Aid. *Flashbang, ram, and entry explosives use each increase Dynamic Entry skills by 2 percent.*

CAUTION!

Try not to mess up! The only way for you to really mess this Mission up is to wound or kill anybody in this scenario. You've got live ammo. So give a hoot.

YOUR TEAM

Normally, I wouldn't start off by telling you to cut corners. You're not *supposed* to go into any Mission with less than two full Elements. But…

Take one Assault Element into this Mission. Snipers are expensive, and so easy to deploy that you don't have to waste time or money practicing with them.

SUSPECTS

- One man, armed with handgun and body armor

NON-SUSPECTS

- One woman hostage

CNT

Other than speaking to Alvarez, there is no CNT negotiation in this Mission.

Head-to-Head

When playing head-to-head, there will be two additional hostages in this scenario.

Take the Opportunity to Train

Put a lot of your officers into training and certification during this Mission. (Try to do it *after* you've equipped everyone, so that you don't run out of money after training. You can always cancel some or all of the training if you have to.)

Walters and Vanderveer can be certified as Element Leaders right away. Once you've put them into certification, use the sort feature (see TIP! on page 15). Look for scores of 90 percent or higher in either First Aid or Dynamic Entry. Officers with those scores also can be sent to certification immediately (in EMT or Explosives, respectively). Then, under "Marksmanship," look for scores of 90 percent or higher in Sniper Rifle; those officers can be certified as Snipers.

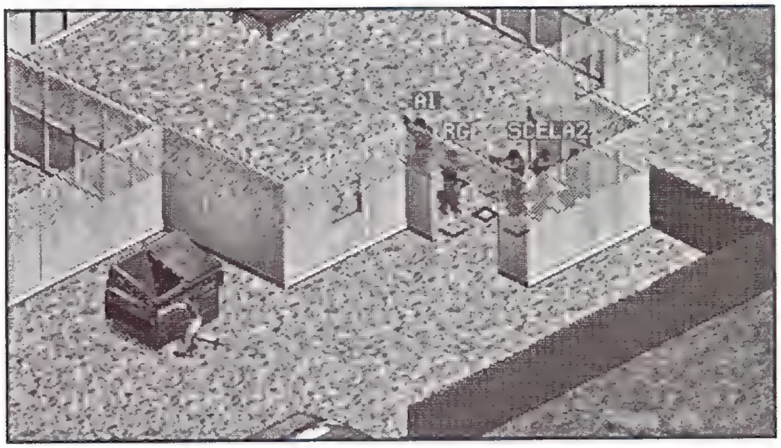


Fig. 4-3. Preparing to "slice the pie" in an entry. Note the suspect attempting a get-away.

Other certifications may require various degrees of training in a variety of skills first. A large percentage of officers who aren't actually going on the Mission should either be in Training or in certification. With those who are assigned to Elements you're not planning on using, consider disbanding the Element (at least temporarily) and putting the units back in training.

Mission 2: Warehouse Training

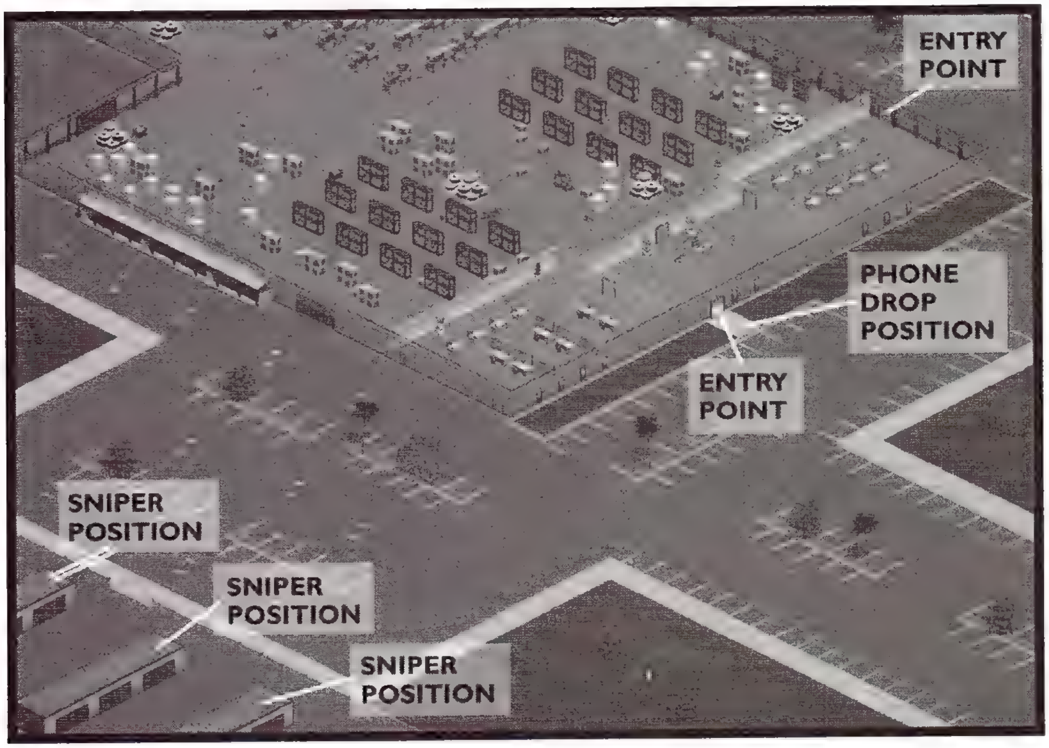
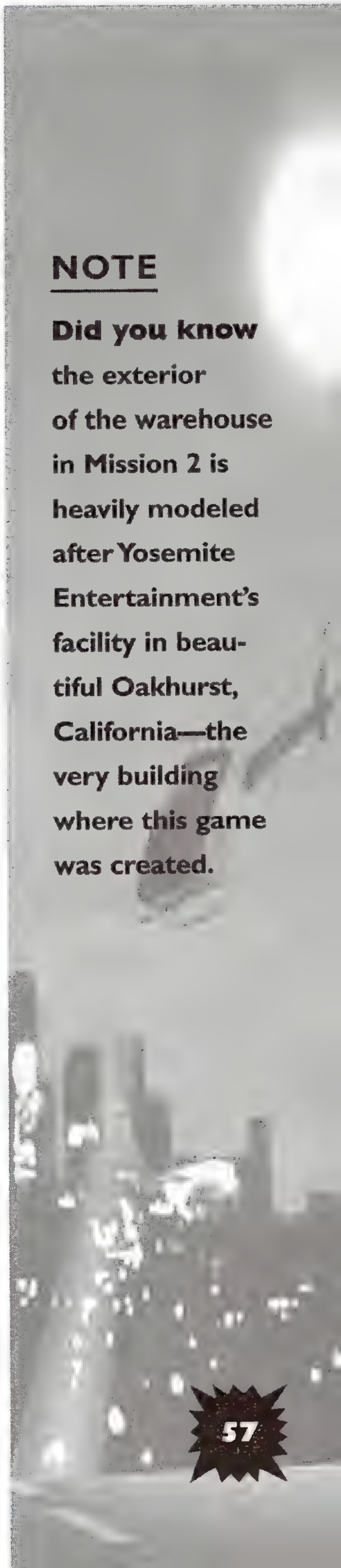

ENTRY POINT
PHONE DROP POSITION
ENTRY POINT
SNIPER POSITION
SNIPER POSITION
SNIPER POSITION

Fig. 4-4. The Warehouse.



NOTE

Did you know the exterior of the warehouse in Mission 2 is heavily modeled after Yosemite Entertainment's facility in beautiful Oakhurst, California—the very building where this game was created.

What You Really Want To Do

There are five hostages and two suspects. There's no way to know where in the building they'll be. Chances are that at least one of them will be in the warehouse portion of the building, which has a lot of blind spots because of the stacks of inventory.

This Mission is another simulation. This time, civilian volunteers are playing the roles. You're shooting blanks, so feel free to fire your weapons when appropriate…but check the caution on page 56.

Arrest both suspects, as peacefully as possible, and rescue all the hostages. Finding them all will probably take a little time, because the construction of the warehouse and the two rooms to either side of the lobby make for poor sight lines. You'll have to take the time to walk around rows of desks to find everyone and everything.

NOTE

It's interesting that we are now at the point where we're not just playing simulations, we're playing simulations of simulations. If only the Terrorists had a training simulation in which they practiced taking over a SWAT training simulation, which would be a simulation within a simulation within a simulation…

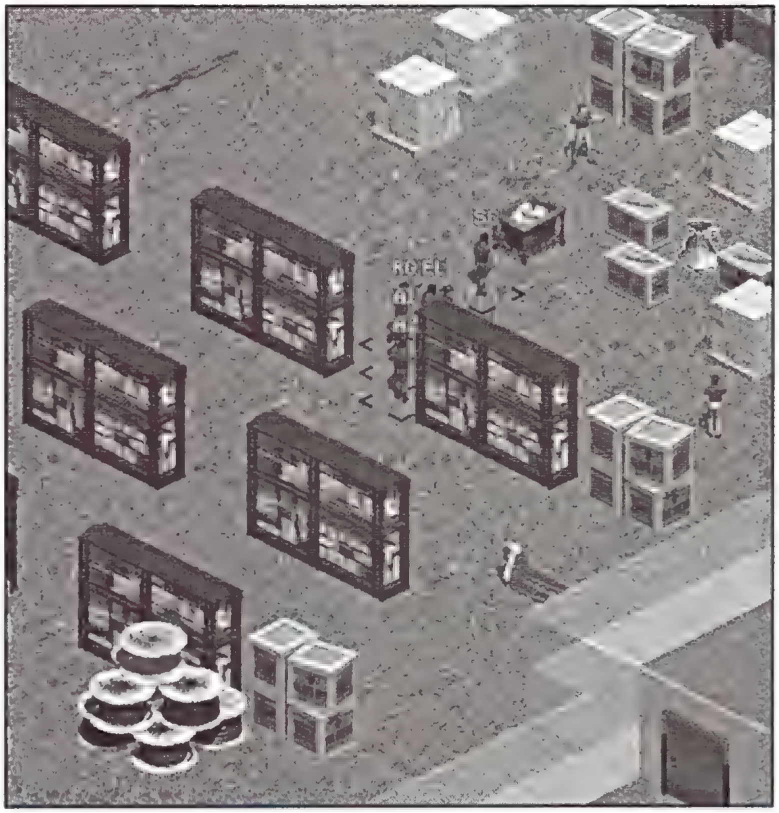


Fig. 4-5. The upper of the two volunteers, guarding a bag of ostensibly fake drugs, is holding his gun up. That's being an active threat, and it's permissable for you to use force. That means shoot!

What To Look For

- There is a bag of (fake) PCP hidden in the warehouse.

YOUR TEAM

You'll want at least two Assault Elements. You'll also want two Sniper Elements, one of which you can divide up so as to cover all three Sniper positions.

NOTE

Using Multiple Assault Elements

This is the first scenario in which you'll want more than one Assault Element. Consider multiple Assault Elements in the same light the *game* considers them during the Terrorist Missions: each Element is assigned as a "Primary Entry Team," a "CNT/Diversion Team," or a "Guard/Backup Team."

You'll almost always want one each of a Primary Entry Team and a CNT/Diversion Team. Then, you'll want at least one Guard/Backup Team, frequently more than one. *Learning this is essential to deploying multiple elements effectively!*

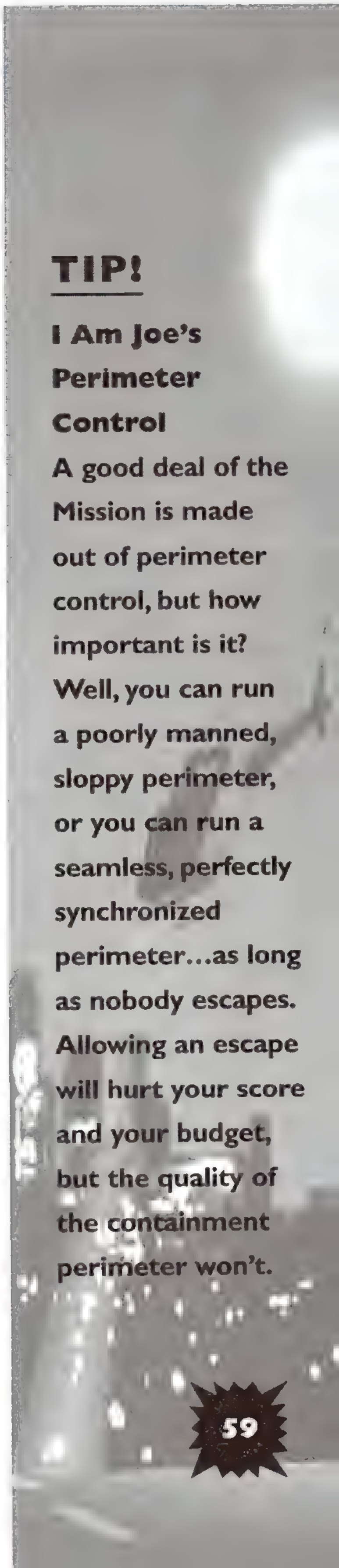
The quickest way to control characters is with the Function and Number key shortcuts. Thanks to the color-coded highlight boxes, you can visualize every one of your units (even if they're not shown on the Mission Map) and instantly jump to it with the shortcut keys.

Table 4-1. Element Flag Colors and Shortcut Keys

Color	Function key
Dark Blue	F1
Light Blue	F2
Red	F3
Light Brown	F4
Dark Green	F5
Light Green	F6

Table 4-2. Unit ID Letters and Shortcut Keys

Positions	Letters	Number Keys
Element Leader	EL	1
Scout	SC	2
Rear Guard	RG	3
Assaulter 1	A1	4
Assaulter 2	A2	5
Sniper	SN	1
Observer	OB	2



TIP!

I Am Joe's Perimeter Control

A good deal of the Mission is made out of perimeter control, but how important is it? Well, you can run a poorly manned, sloppy perimeter, or you can run a seamless, perfectly synchronized perimeter…as long as nobody escapes. Allowing an escape will hurt your score and your budget, but the quality of the containment perimeter won't.

To make this easier to remember, always assign your Sniper teams last (on the Element Activation screen that appears right after you select "Play Scenario"). Assign your Primary Entry Element first, and your CNT/Distraction Element second. For example: Jumping from any unit (or no selected unit) to your third Assault Element's Rear Guard, or Red RG, would be F3, 3. Jumping to your first Assault Element's Assaulter 2, Dark Blue A2, would be F1, 5. This shorthand becomes second nature after a while.

There is a limit of six Elements per Mission, or 20 units total (which you'd get with four fully staffed Assault Elements and two Sniper teams). At no time should you need more than three Sniper Elements (six Snipers) in a Mission.

SUSPECTS

- One male suspect with body armor and a handgun
- One male suspect with body armor and an automatic

NON-SUSPECTS

- Three male hostages
- Two female hostages

CNT

CNT is available in the Mission. Agree to the food demand, so that you can rescue the hostage they send out to pick it up.

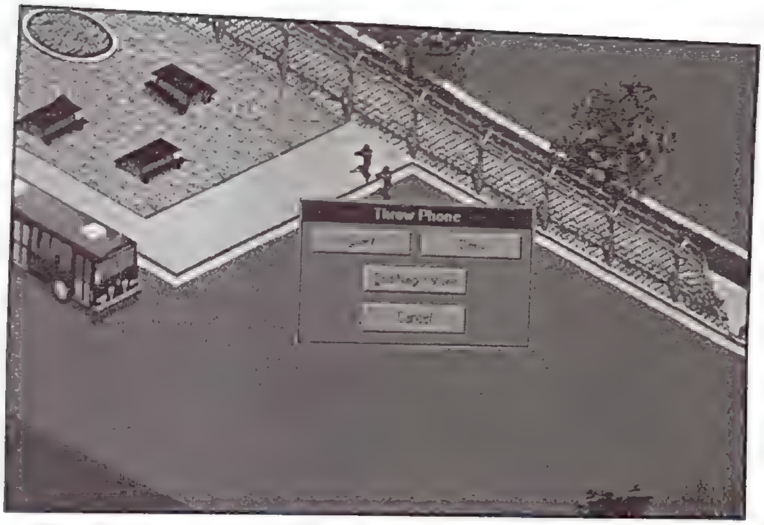


Fig. 4-6. The CNT pop-up screen. You'll make a choice here each time a CNT or negotiation comes up. You can move the box into a corner of the screen to get it out of the way.

Now, the Terrorists will break off communications for pulling that stunt. In the immortal words of Stuart Smalley, "But that's...okay!"

Why? Because no matter what you do, the Terrorists won't really negotiate. They'll break off communication eventually. So the Assault Elements will have to go to work anyway, but fortunately with one less hostage to worry about.

Head-to-Head

There's an additional male hostage to contend with in the head-to-head version.

Mission 3: Father/Daughter Day

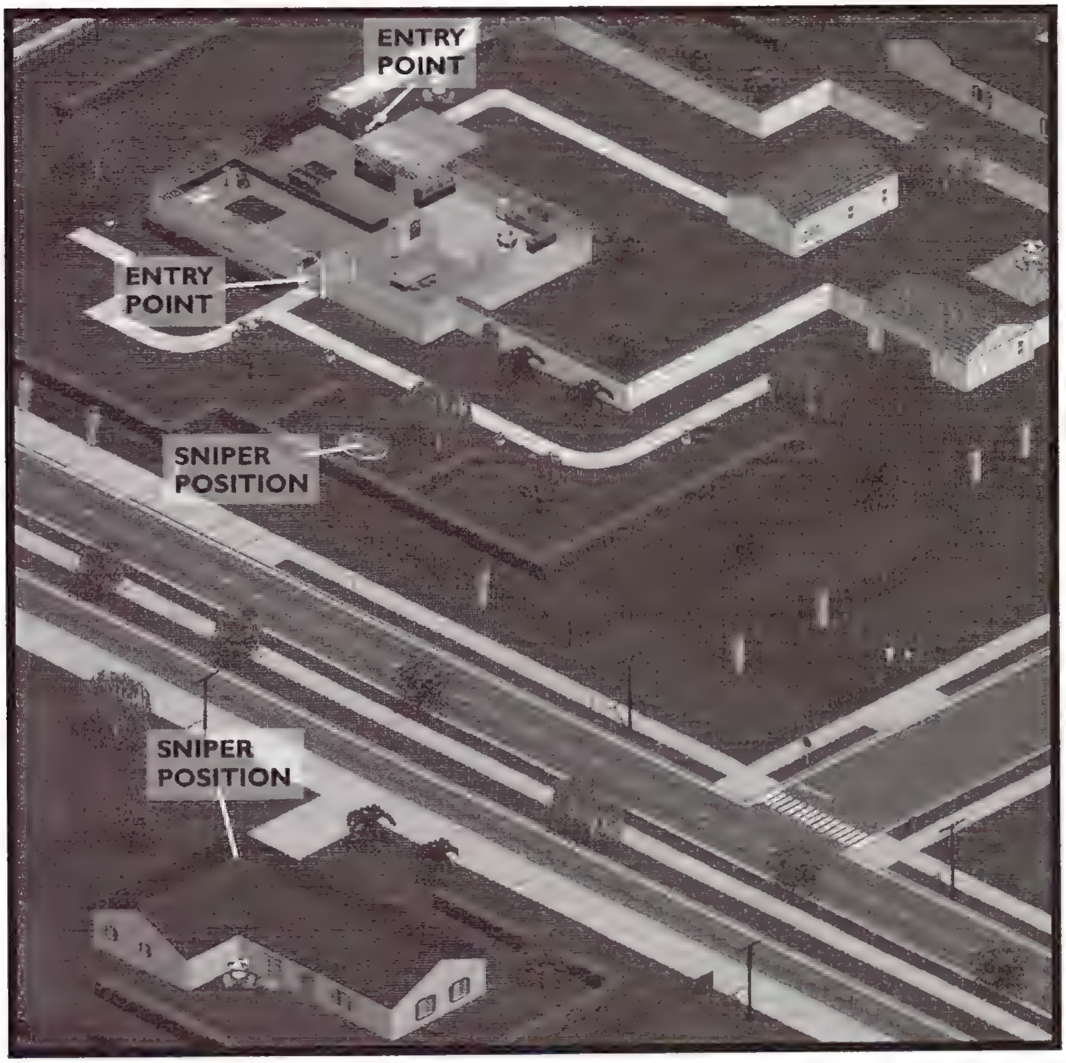

ENTRY POINT
ENTRY POINT
SNIPER POSITION
SNIPER POSITION

Fig. 4-7. The House.

What You Really Want To Do

Father and daughter are in the house together. Dad's gone off his rocker and is running around with a loaded weapon; the daughter is hysterical and won't be easy to catch.

The map of the area looks confusing. There are hedges and walls everywhere. But it's worthwhile to observe that there are really only two exits to be covered: the front door, and the archway just to the right. If the suspect or hostage go out the back door, there's nowhere to run except through the arch.

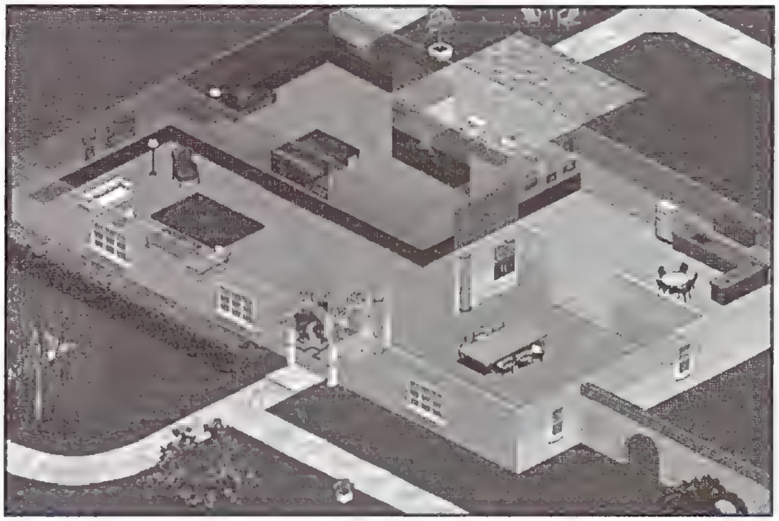


Fig. 4-8. Nobody's visible in the house, but look at the arrangement of walls. Sight lines are poor, so you may need to actually go into each room to check for the father and/or his daughter.

The back door is unlocked, and opens into the master bedroom. The front door requires the Hooligan tool.

This Mission can be solved with no gunfire. There are no guarantees because of the fuzzy logic, but try sending in one team through the back door first (check out the bathroom as noted below). Chances are the suspect will be in the living/dining area and won't know you're in the house. Have another Element use the Hooligan tool on the front door. Then, using the Initiate button (turn the Initiate Lock off), coordinate entry through the front door with an entry through the master bedroom door.

The child is frantic and will easily slip through your fingers if you're not quick. You may need to arrest her, rather than rescue her, if she's being too difficult to rescue.

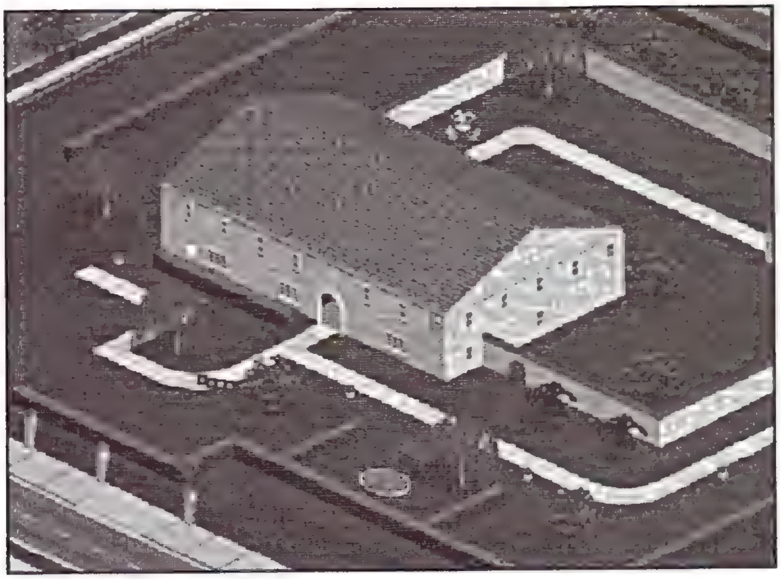


Fig. 4-9. As seen on the Overview map, the officers can see a suspect in the house… through the window, at an angle.

What To Look For

Send somebody into the bathroom off the master bedroom. There's a bottle of pills you'll want to get; first use the "Search" button (the magnifying glass), then the "Pick Up" button. You'll get extra points. You may also find another handgun.

YOUR TEAM

You'll want two or three Assault Elements and a Sniper Element. Your primary Entry team, your CNT/Distraction team (be sure to have somebody retrieve the pills!), and a Guard team may go in through the either the front or the back. Post the Guard team(s) by the front doorway and the arch.

SUSPECTS

- One man, armed with handgun

NON-SUSPECTS

- One child hostage

CNT

You can't negotiate with the suspect; he's too irrational. However, if you succeed in getting the pills out of the bathroom, and there's enough time to call it in, you'll earn extra points if the suspect's psychiatrist describes the prescription and its effects. So while you want to resolve the situation swiftly, don't be *too* fast or you'll lose your chance for extra points.

Head-to-Head

There are no additional factors in the head-to-head version of this Mission.

Mission 4: Convenience Store

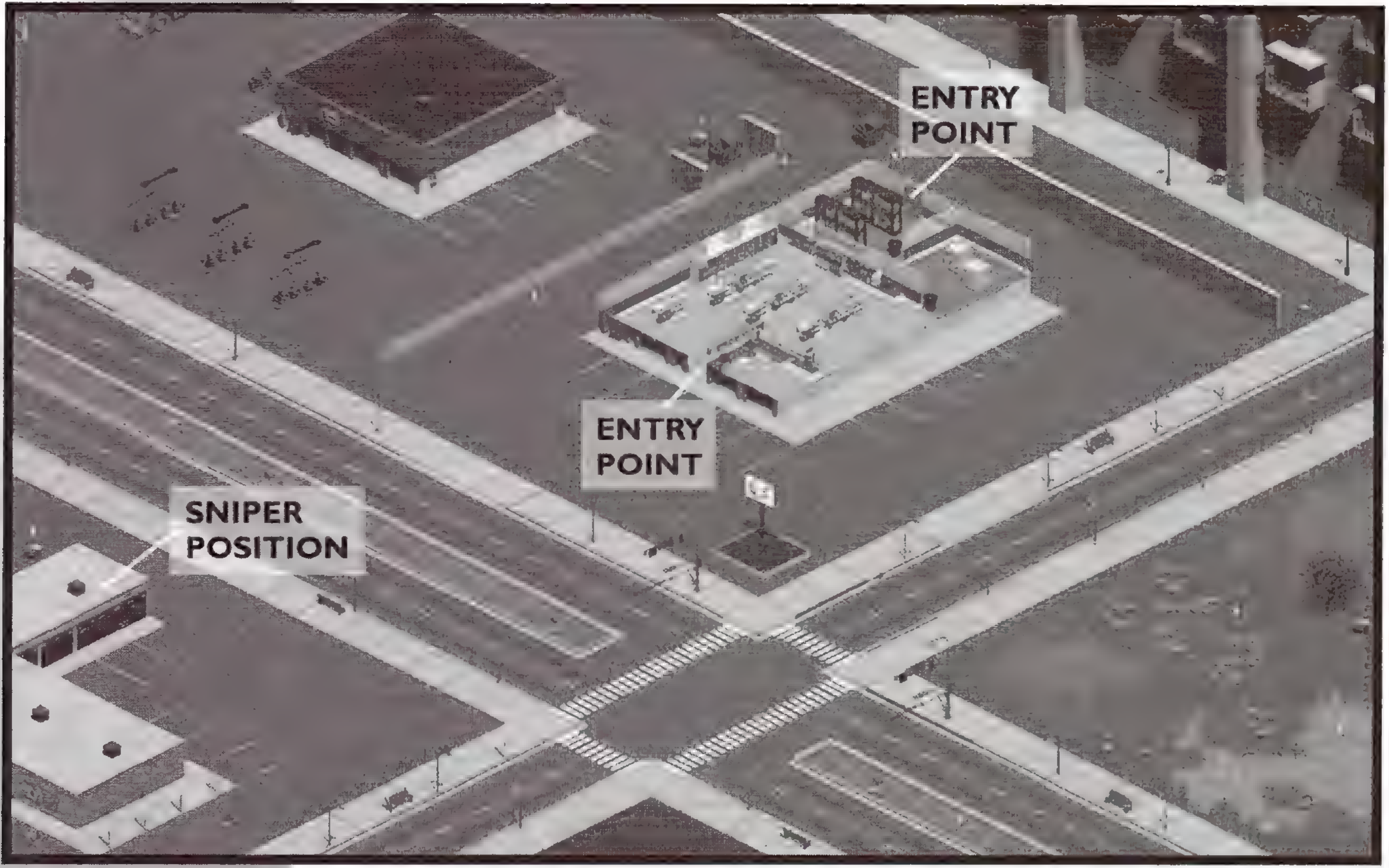


Fig. 4-10. The Convenience Store.

What You Really Want To Do

Even though this seems like a straightforward siege of a convenience store, there's a complication: the store owner may add to the chaos by shooting her weapon, and you can't be sure whom she'll aim at. Therefore, treat *all* NPCs in this Mission as suspects. Don't try to rescue the woman, play it safe and arrest her. There's no penalty for arresting a bystander. (*SWAT 2* doesn't take lawsuits into account).

As in Mission 2, the sight lines in the store leave much to be desired. You may need to go around behind the counter to check for crouching suspects. The back rooms may also need to be explored, since suspects may be hiding there.

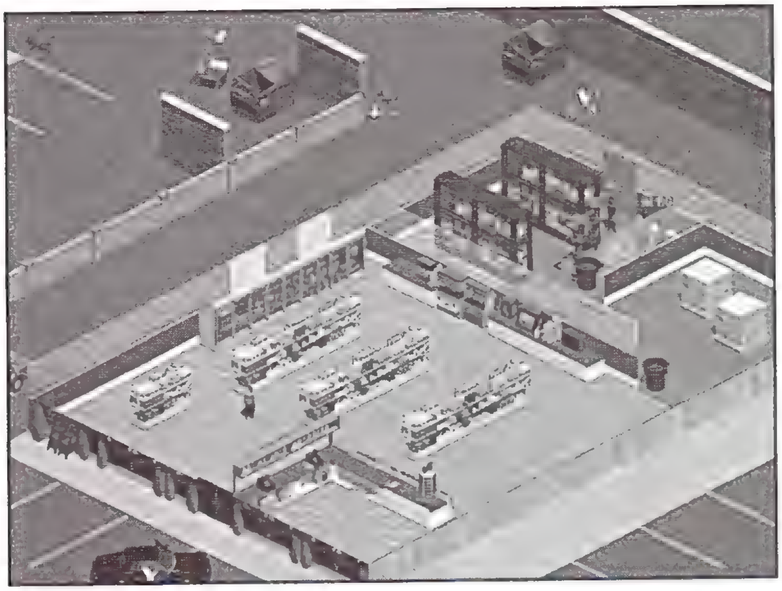


Fig. 4-11. Alternatively, a stealth entry through the back can get an Element or two into the store without anyone in front being the wiser. But mirror the back door after using the hooligan.

What To Look For

There are no objects or evidence to be found in this Mission.

YOUR TEAM

Take two or three Assault Elements and a Sniper Team. Be sure to position several units, if not an entire Assault Element on Guard duty, at the back entrance to the store. Deploy the Sniper Team as shown on the map. (You won't need the Helicopter to rappel to the tops of these buildings.) The Helicopter should be used for surveillance in this Mission.

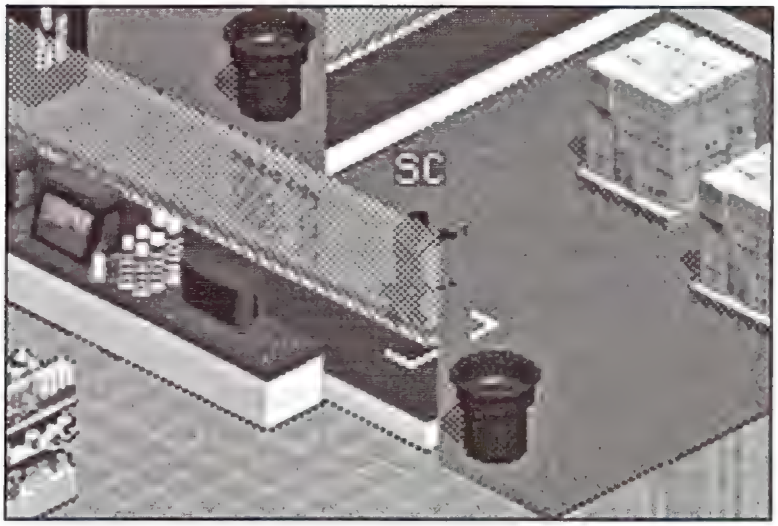


Fig. 4-12. The Scout's trying to get the lay of the land in the front by mirroring around the corner.

SUSPECTS

- One male suspect, armed with a handgun
- One male suspect, armed with an automatic
- One female suspect (storeowner), possibly armed with an automatic

NON-SUSPECTS

In the single-player version of the game, there are no non-suspects, unless the storeowner is unarmed initially. Check under Head-to-Head below for multiplayer non-suspects.

CNT

The CNT is available in a limited fashion for this Mission, and its exact course depends not on your decisions, but on whether the storeowner cracks up. Although you won't be able to negotiate the Mission to a satisfactory conclusion, you *can* earn yourself a few extra points. Simply take your time until Alvarez informs you that the Interpreter has arrived...if you can wait that long without causing other problems. Challenging the storeowner in her native tongue renders her harmless.

Head-to-Head

In head-to-head games, there will be significantly more confusion due to the addition of two male hostages and two female hostages. Remember to glance at the Overview Map to determine quickly who's a threatening suspect and who's not.

Mission 5: Bank Robbery

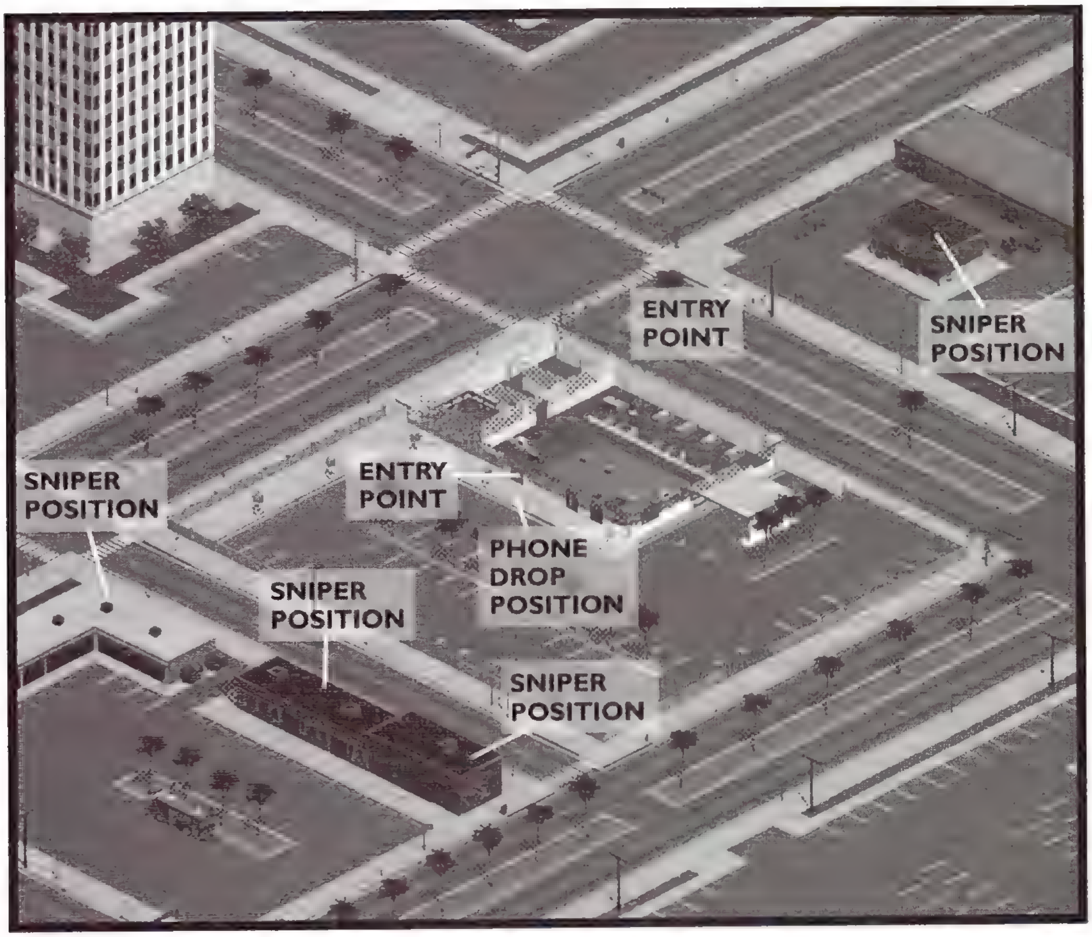

ENTRY POINT
SNIPER POSITION
SNIPER POSITION
ENTRY POINT
PHONE DROP POSITION
SNIPER POSITION
SNIPER POSITION

Fig. 4-13. The Bank.

What You Really Want To Do

This Mission is a balancing act. You can achieve an excellent score relatively simply by carefully setting up your Snipers and giving them the green light, and by using the CNT as a delaying tactic while you prepare for a tear gas entry. Be ready to send your men after running suspects or hostages (they tend to run around a lot). Make sure everyone's masks are on, and when the suspects try to retrieve the phone, proceed to make your entry with flashbangs and/or tear gas. Check for a booby trap around the doors. While making sure that every suspect and hostage is dealt with appropriately, search for and retrieve the objects.

You can sometimes achieve an even higher score by taking a riskier approach. Provided all hell does not break loose first, you may reach a point in negotiations at which the robbers will request a getaway truck. Grant the request, or they'll begin to execute hostages…one at a time.

The truck will arrive quickly, so be ready. You'll be waiting for a particular message (see CNT on page 69). Once that message is delivered, go ahead and make a tear gas entry before the bad guys can make a break for the truck.

What To Look For

There is money to be found, either in the bank or on the arrested suspects. There is also Five Eyes propaganda.

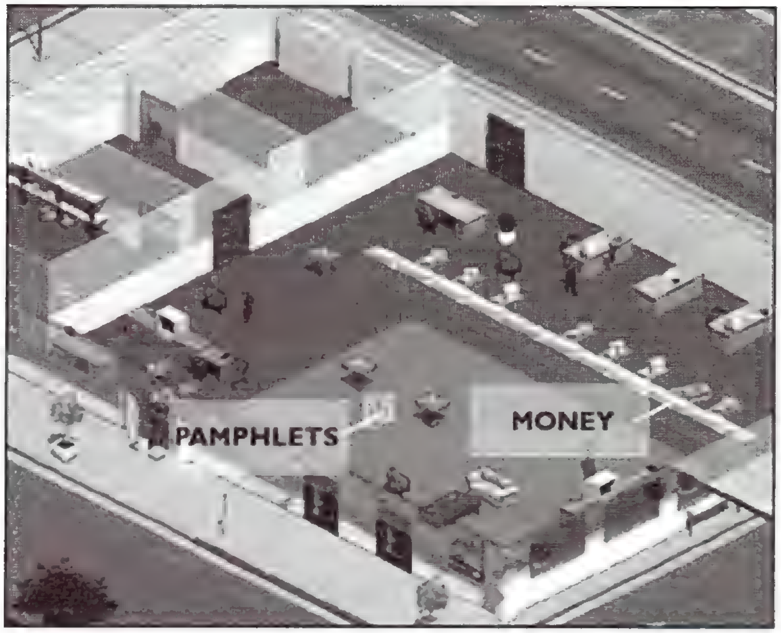


Fig. 4-14. Even in black and white, you can probably spot the pamphlets and money in the bank. They'd show up on the Overview map as two purple squares.

YOUR TEAM

Three Assault Elements are sufficient, with two or three Sniper Elements. Because there are four Sniper positions, you may want to divide up the Sniper Elements and deploy the units to different positions (although the position north of the bank is rarely needed). Because of the tendency of the suspects to bolt and begin shooting, give your Snipers a green light immediately.

SUSPECTS

- One male suspect, armed with an automatic, one grenade, body armor, and a gas mask.
- One male suspect, armed with an automatic, one booby trap, body armor, and a gas mask.
- One male suspect, armed with an automatic, body armor, and a gas mask.

NON-SUSPECTS

- Two male hostages
- Three female hostages

Fig. 4-15. In the opening cutscene, a chopper glides smoothly over the smoggy LA skyline. The chopper is actually computer-generated, and the result is beautifully convincing.

CNT

The CNT is available in this Mission, but it can't achieve a peaceful end to the conflict by itself. Assault Elements will definitely be required.

If the terrorists demand a truck, grant the request or risk the execution of hostages. You can earn extra points if you make it to the portion of the dialogue in which Alvarez says, "The hostage started to say something, but then the phone slammed down. I guess they don't want to talk anymore. Make your next move, Chief." Note that you only earn the extra points if no hostages are executed in the course of the Mission.

CAUTION!

Try not to use tear gas in the vault! Because of the tear gas grenade's coverage (1,000 square feet), the enclosed vault is too small. The concentrated gas can cause serious injury. Only use tear gas (if you choose to) in the main open area of the bank.

Head-to-Head

During the head-to-head game, there will be an extra hostage to contend with: a bank security guard. He's extremely brave. Take that as a warning.

Mission 6: Runway Shooter

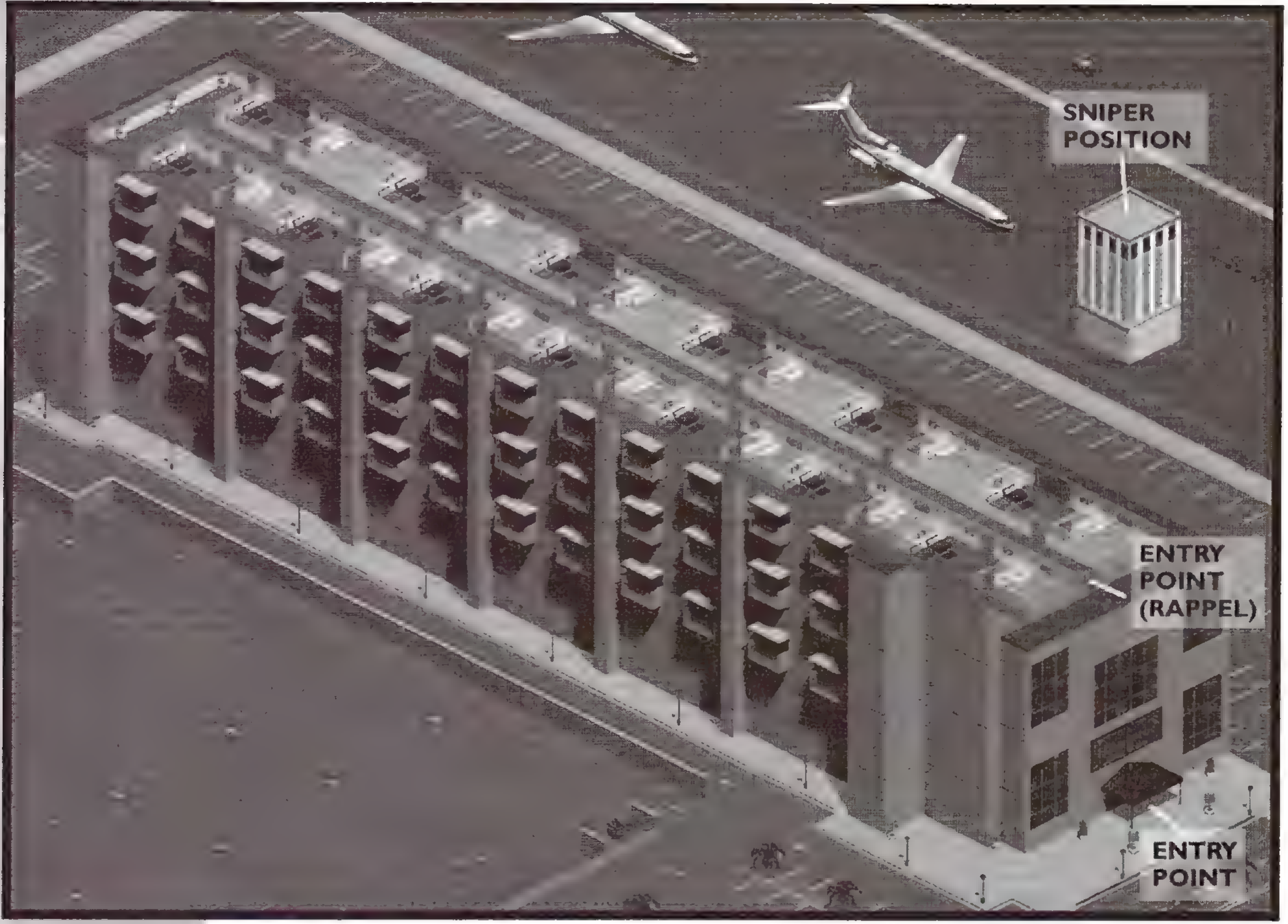


Fig. 4-16. The Hawthorne Airport Hotel.

What You Really Want To Do

As usual, avoiding bloodshed is paramount in this Mission. This will be a little more difficult because the hostage has been swayed to the suspect's side. In fact, she'll probably make more trouble for you than the suspect.

You'll earn the greatest number of points if you not only avoid wounding or killing either suspect unnecessarily, but also if you reach a certain point within the CNT script as described below. Rarely do negotiations reach this point, but it's worth considering.

This is a great Mission for trying out your rappelling skills. Land the Helicopter nearby and have an Assault Element get onboard (by clicking the rappelling gear on the Helicopter once it's landed). Take off and let the Helicopter hover over the roof doorway on the southern corner of the building. Choose to drop the team in front of the doorway.

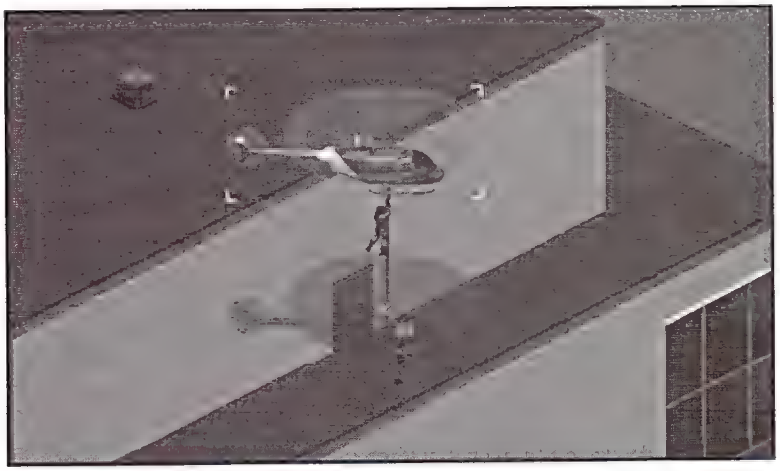


Fig. 4-17. Rappelling onto the rooftop allows you to put officers at opposite ends of the top floor's hallway simultaneously, leaving no unguarded exit.

What To Look For

There are no items to collect in this Mission.

YOUR TEAM

You can effectively and easily complete the Mission with one Assault Element and one Sniper Element. However, it's not a bad idea to include at least a second Assault Element. Have one Element go into the hotel by the front door, have the other rappel via the Helicopter, and they can guard opposite ends of the top floor hallway.

This Mission rarely gives the Snipers a chance to work, but from their vantage point at the top of the tower, they're often able to observe the suspects and tell you which room they're in. That's a considerable convenience given the number of rooms you'd otherwise have to search. The rooms are numbered from left to right from the Sniper's point of view.

The most organized way to end the conflict works only if both suspects remain in their hotel room long enough for you to position a team just outside the door. Use the Hooligan tool to prepare the door for a Stealth Entry. An officer with a tear gas launcher should stand further down the hall. With everyone's gas masks on, lob the grenade into the hallway right in front of the door. (Not *in* the door, which would discharge the gas in a dangerously-confined area.) Then immediately open the door. Since neither suspect has a mask, if either tries to leave, the gas will incapacitate him or her.

SUSPECTS

- One male suspect, armed with a handgun, sniper rifle, and body armor.
- One female suspect armed with a concealed handgun.

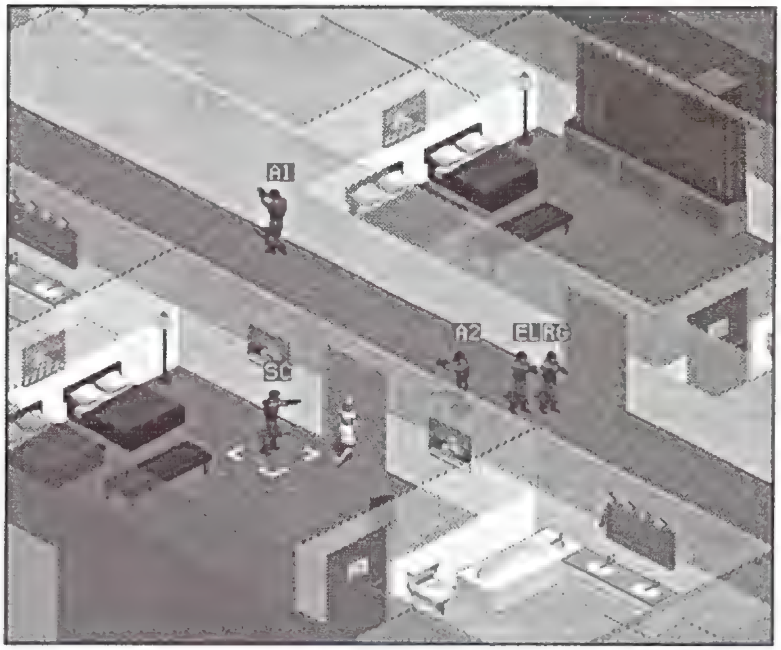


Fig. 4-18. The maid's got a high Stockholm trait right now, and she's bound to give you a hard time.

NON-SUSPECTS

- There are none in this Mission.

CNT

There is a possibility that the suspect, through his thoroughly "Stockholmed" hostage, will negotiate and request an escape vehicle. You can increase your points if you allow negotiation to reach the point at which the vehicle is delivered. For the best possible score, do *not* put the briefcase full of money in the back seat.

Head-to-Head

The head-to-head version includes four additional unarmed NPCs: two additional hostages (one man and one woman) and two bystanders (one man and one woman).

Mission 7: High Risk Warrant

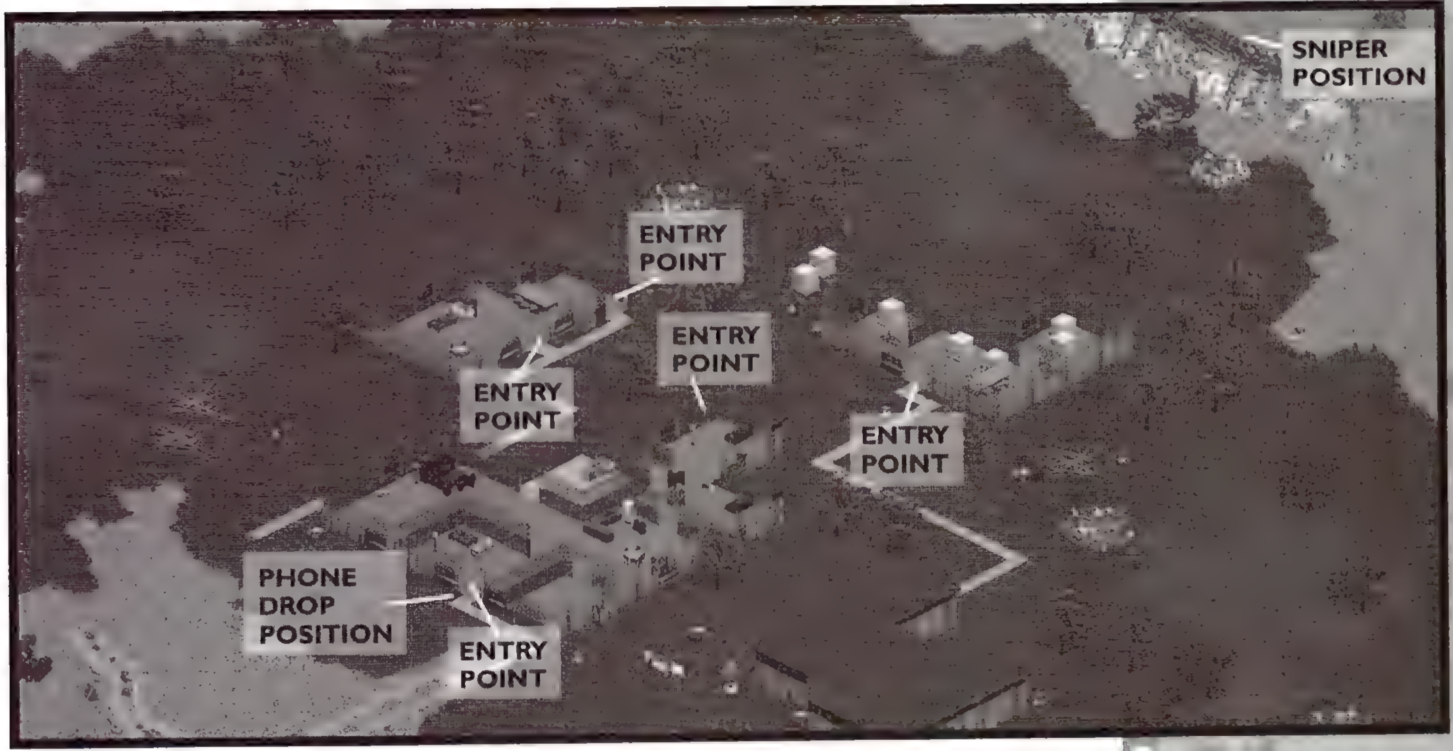


Fig. 4-19. The House in the Canyon.

What You Really Want To Do

The difficulty really ramps up in this Mission, and you may find it necessary to turn down the speed of the game to give yourself more time to synchronize and command all the various units.

Start by getting your snipers in place first, and give them a green light. Go ahead and use CNT. The Mission can't be negotiated to a conclusion, but with some cooperation from the AI, one of the hostages will come out and can be taken into protective custody. From there on in, it's a gun duel.

The most important considerations for your score in this Mission are rescuing both children unharmed and recovering the drugs and guns. Beyond that, of course, the less injury inflicted to your officers and to the suspects, the better your score.

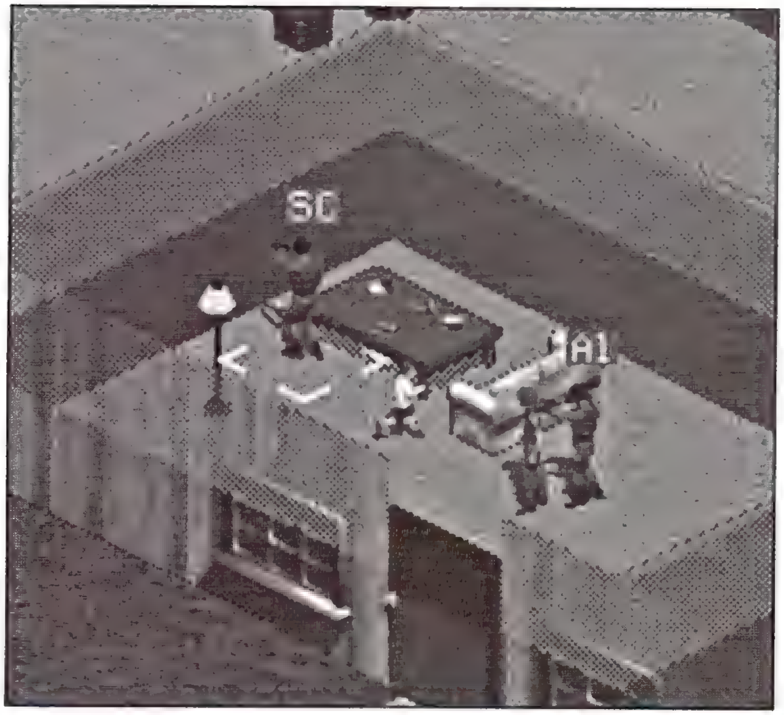


Fig. 4-20. Children are frequently the hardest hostages to catch if they decide to run around. One of the benefits of turning the game speed down is that a moving target is easier to catch when it's going slower.

This is the toughest SWAT Mission so far. One of the suspects may set two booby traps. These often become visible only when you're standing close to them, and one is likely to be found by the door of the main house (that's the house in the lower left-hand corner). Occasionally you'll find that the traps have been placed in such a way that gaining access to the hostages is difficult.

The biggest problem is not in rescuing the hostages, but in avoiding injury to your officers…or *inadvertent* injury to the hostages.

The good news is that none of the NPCs have gas masks. As long as you're careful to deploy it only in open areas (such as in the main area of the house), you won't cause any permanent damage.

What To Look For

There are drugs hidden in several locations. There are also weapons to be found. Recovering both of these will add to your score.

Gasoline may also be found, and while finding it won't raise your score, it can be used as an explosive device in a pinch. (Just set it down, step *way* back, and shoot.)

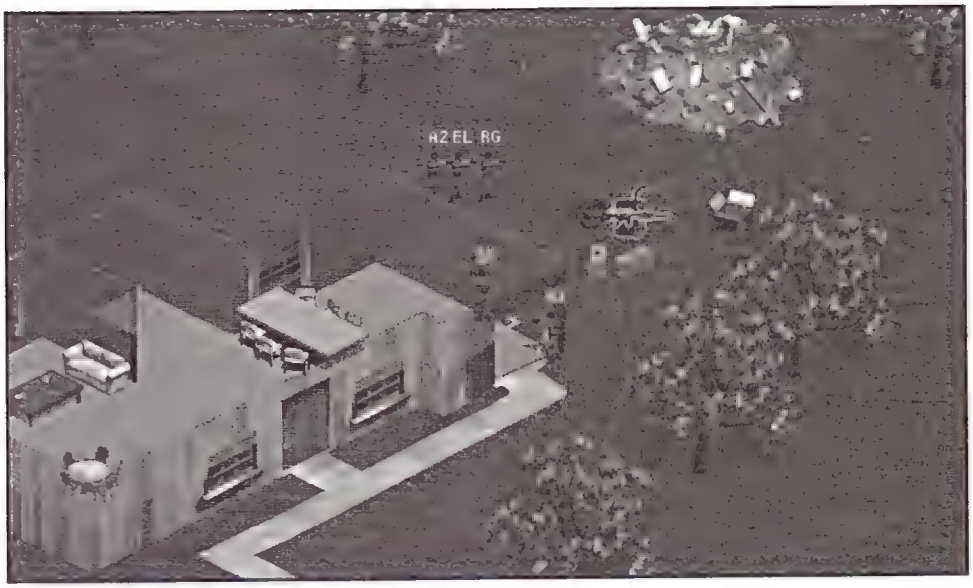


Fig. 4-21. Items you can retrieve always have a handy bright white outline to set them apart from the general clutter. Here we find a gun sitting on a can of gasoline. That takes an unusual brand of intelligence on the part of whoever left them there.

YOUR TEAM

At least one officer certified in Explosives is mandatory, unless you simply plan on sacrificing your men (which will do nasty things to your budget). Two such experts are better in this Mission. Only one Sniper unit is justified, given the lack of good sniper positions.

TIP!

About that Tank...

The tank is roughly as considerate to pedestrians as your average New York City cabby. If your officers are standing near a building that you want breached with the tank, have the officers move well away from the area. Although the officers do make a good attempt at jumping away from

(cont...)

Use three Assault Elements, or four if you're reasonably confident you can deploy that many teams without causing chaos. There are only five NPCs in the single-player game (not including the resident canine population), but they get around, and somehow they seem like a lot more. Also, there are a lot of items to find, and you want to try to retrieve the items before you take care of the last NPC (whether it's a suspect or a hostage). If you take care of all the NPCs first, the Mission will end before you can gather the evidence.

SUSPECTS

- Two male Terrorists, armed with handguns, sniper rifles, and body armor
- One female suspect, armed with an automatic and two booby traps

NON-SUSPECTS

- Two child hostages
- Two dogs

CNT

After successfully deploying a "throw phone" to the house in the lower left, see if you can keep the situation stable for three minutes. At that point, the child emerges, you can rescue him, and negotiations will eventually break off no matter what.

You'll know when your score has been credited when you get the message, "Chief, we've got a child in protective custody. According to him, there are more people in the house...his mother and little brother, and two men he called Uncle Richie and Uncle Joe. However, he seems to be the most concerned about his dogs. He's frightened, says he's scared they're going to blow up. Watch out for explosives. I'll continue to call them out, but my ulcer's telling me things are going to get ugly quick. Alvarez out."

Head-to-Head

The head-to-head game adds two additional female hostages to the mix. They are unarmed, but may still begin hand-to-hand combat depending upon their sentiments at the time.

TIP! cont....

the tank, it's perfectly capable of running over them as it maneuvers. I have, more than once, decimated most of an Element trying to get the tank to maneuver in close quarters.

The tank can only breach walls that display a concentric target icon when the tank menu's Breach button is activated. You cannot breach the building in the lower-right corner in Mission 7.

Mission 8: Explosive Situation

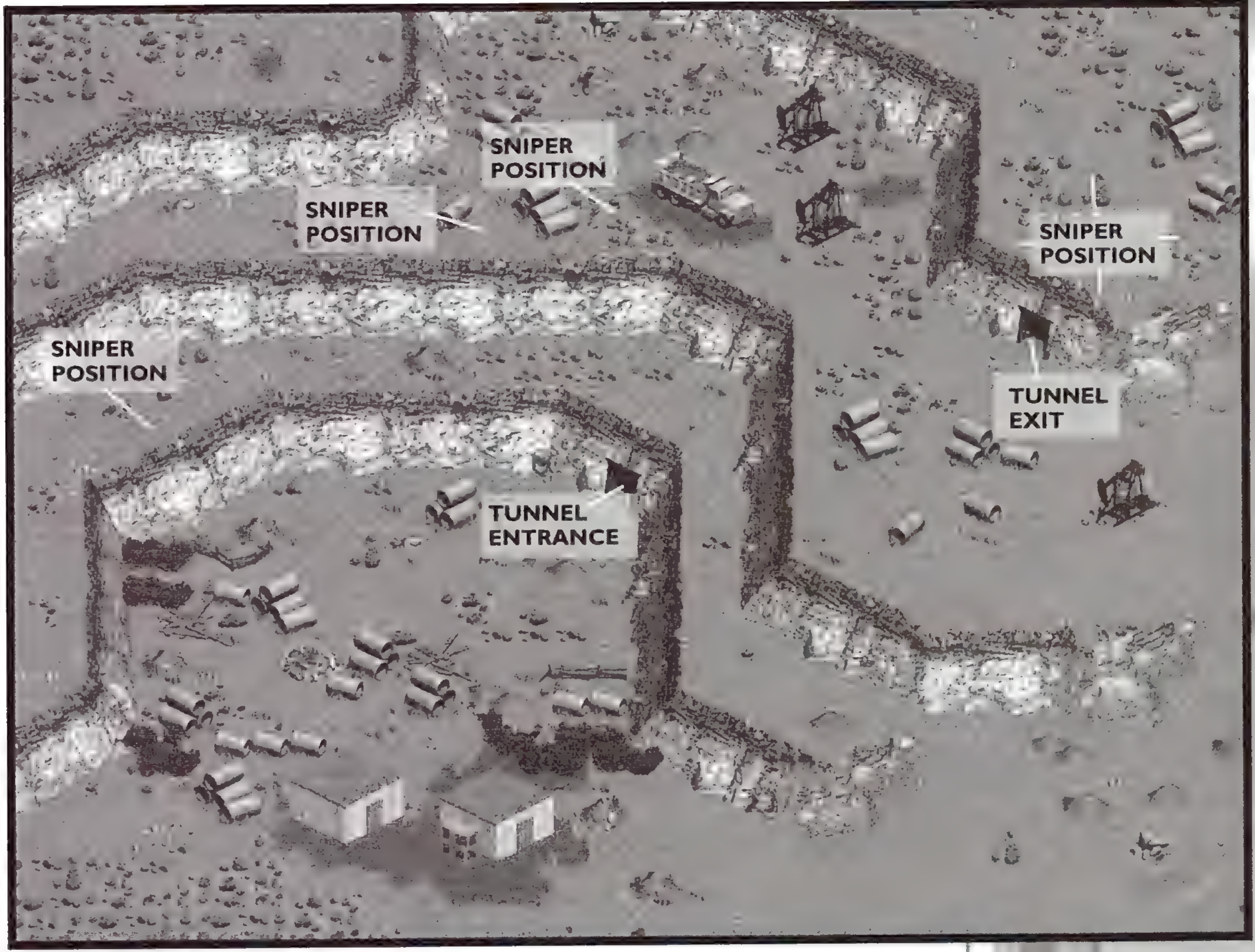

SNIPER POSITION
SNIPER POSITION
SNIPER POSITION
SNIPER POSITION
TUNNEL EXIT
TUNNEL ENTRANCE

Fig. 4-22. The Quarry.

What You Really Want To Do

You want to arrest the bad guys, rescue the hostages, *and* find, defuse, and take any explosives that are in the area.

There are many good sniper positions, and it's worth taking advantage of them because they can quell threatening suspects much more effectively from their positions than the Assault Element.

Going into one tunnel makes you appear suddenly at the other tunnel. This is a tempting shortcut. While it's good to leave the tunnel guarded above, don't bother going through it—you're walking right into a trap, and there's a lot of dynamite down there.

Fig. 4-23. Somebody's been setting explosives around the quarry.

Instead, deal with any NPCs that drift toward the lower right corner and then start up toward your Command Post. Once you've arrested or rescued them, have your primary entry team go down and to the left, so that they're hidden behind the rightmost shack. With an Assault Element in that location and Snipers in a variety of locations above, you're well positioned to take out the suspects. Then, before you rescue the hostages, comb the area for explosives with your K9 units and certified explosives experts—then take care of the unarmed NPCs.

What To Look For

Explosives, once you've defused them and picked them up, are the only items that are worth points in this Mission.

Fig. 4-24. After setting the explosives, this particular suspect obligingly neutralizes himself.

YOUR TEAM

You'll need two or three Assault Elements and two or three Sniper Elements. If you don't want to use three, use two and divide them up so that they can cover at least three Sniper positions.

You might easily want to formulate a new Assault Element or two for this Mission, disbanding others (at least temporarily). Load up with certified K9 and explosives experts.

SUSPECTS

- One male Terrorist armed with a handgun, a sniper rifle, and body armor
- One male Terrorist armed with an automatic, one booby trap, two grenades, and body armor
- One male Terrorist armed with a handgun, one detonator, three explosives, and body armor
- One male suspect armed with an automatic and body armor

NON-SUSPECTS

- Two male hostages

CNT

CNT is available, but will only serve as a brief delaying tactic.

Head-to-Head

There are no additional NPCs inserted for head-to-head play.

Mission 9: Trailer Park OD

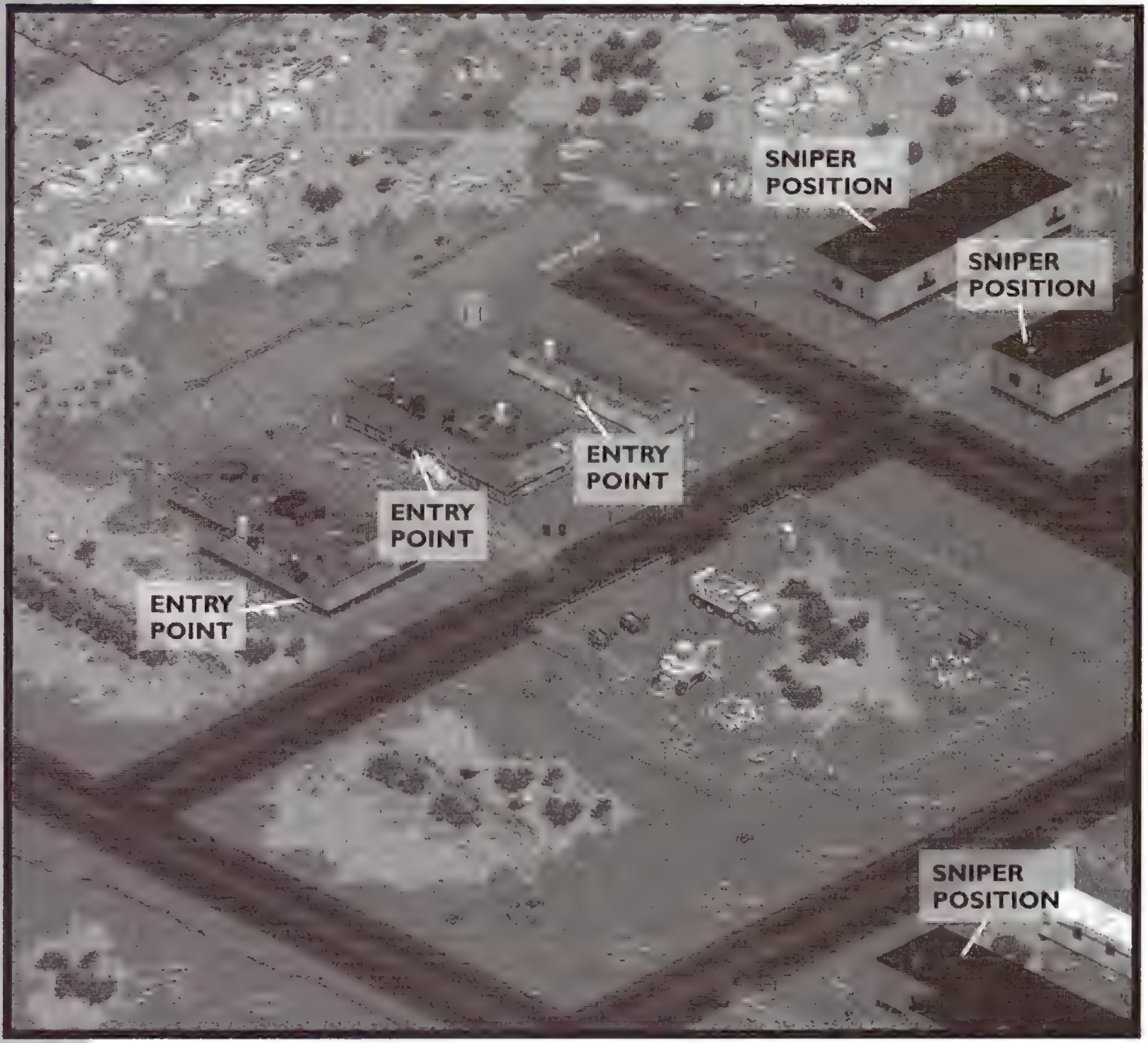

SNIPER POSITION
SNIPER POSITION
ENTRY POINT
ENTRY POINT
ENTRY POINT
SNIPER POSITION

Fig. 4-25. The Trailer Park.

What You Really Want To Do

The events unfold almost exactly as described in your *SWAT 2* game manual. You won't see, nor be able to do anything about, the three Terrorists who appear once you've entered the trailer with the suicide victim. That said, this is a much easier Mission than the previous one.

Grant the CNT request and start rounding up those hostages who come out voluntarily. Bring them back to the Command Post to drop them off.

Fig. 4-26. If you find yourself letting suspects get away, that's another indication that you should try turning down game speed. Running away... that's just embarrassing.

Setting up an extensive perimeter control can make or break this Mission. Deploy Snipers in all the available locations, and assign at least two or three officers with SMGs to positions along the edges of the map, especially in the northwest corner (which is poorly covered by your snipers). Make these officers crouch, and have their automatic weapons selected and ready.

Only after Snipers and other officers are in place should you go ahead and begin to enter the trailers in the center of the map. What you're hoping for is that you enter the trailer with the suicidal NPC *last*, because entering that trailer will start the fur flying. Only enter one trailer at a time!

The suicidal NPC is a man with a green shirt. If you see him in a trailer, *stop*. Don't leave the trailer, and don't take him into custody. He won't move or give you any trouble due to his self-inflicted wounds. Major blood loss will do that to a person.

If you find additional hostages or bystanders (children or women *only*) in a trailer, rescue them and escort them to the Command Post. Somewhere along the way you'll find an adult female who may or may not have crossed over to the other side. She may fight you hand-to-hand, run away, or even draw a concealed weapon.

If you go through two trailers without finding the suicidal NPC, that's the ideal situation. When you do enter the trailer where he waits for you, three new Terrorists will arrive on the outskirts of the map.

Since the suicidal NPC won't even move, don't rescue him yet. Have your entry Element search for and pick up any guns or drugs you see in the trailer. And wait until the shooting dies down outside.

Once your Snipers and perimeter guards take care of the additional Terrorists outside, proceed to rescue the suicidal NPC.

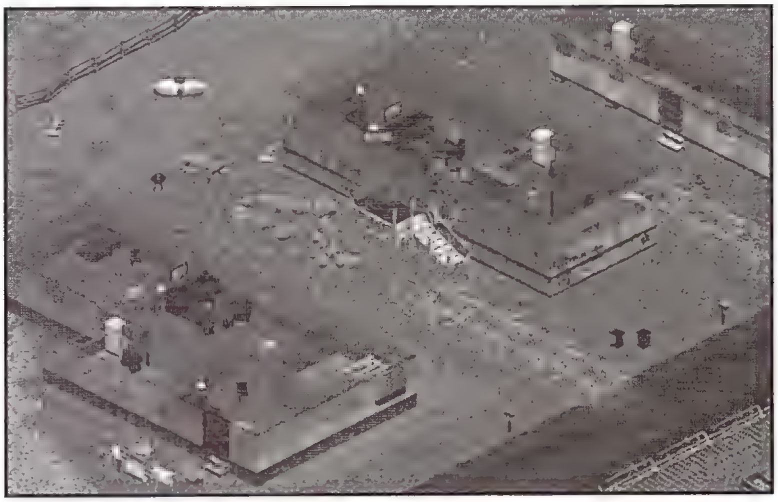


Fig. 4-27. Here's the OD victim. He won't even move until you arrest him and move him yourself. Notice the bag of white powder in the living area.

Note that you don't have to rescue all the hostages to end the Mission, you only need to have achieved a "final resolution" to all the suspects. Resolution entails killing them, wounding and arresting them, or letting them escape (but don't do that, it's *so* sloppy).

What To Look For

The trailer where the suicidal NPC is located should also contain a bag of drugs and a weapon. Retrieve those for extra points, and for more of the plot to be revealed.

YOUR TEAM

I've achieved scores of over 90 percent in this Mission with one Assault Element and one Sniper Element: I divided up the Sniper Element and deployed them separately. Send one to the position closest to the trailers and one to the position farthest from them.

Then I divided up the Assault Element: one Assaulter in the far upper left-hand corner of the map, and one roughly at the top center of the map. The EL, SC, and RG took care of ferrying hostages and entering the trailers.

You might want to be a little less extreme. Use two Sniper teams to take advantage of the three Sniper positions. Use one entire Element for perimeter containment, and another entire Element for ferrying hostages and entering trailers.

SUSPECTS

- One male Terrorist armed with a handgun, an automatic, two grenades, and body armor
- One male Terrorist armed with a handgun, a sniper rifle, and body armor
- One male Terrorist armed with a handgun, a sniper rifle, three booby traps, and body armor
- One female suspect/hostage armed with a concealed handgun

NON-SUSPECTS

- One male hostage (the suicidal NPC)
- One female hostage
- Two child hostages

CNT

CNT involvement amounts to bullhorning the trailer park to get the hostages to emerge from their trailers. CNT use has no effect on points in this Mission.

Head-to-Head

There are no additional NPCs in the head-to-head version of this scenario.

Mission 10: Riot in the Valley

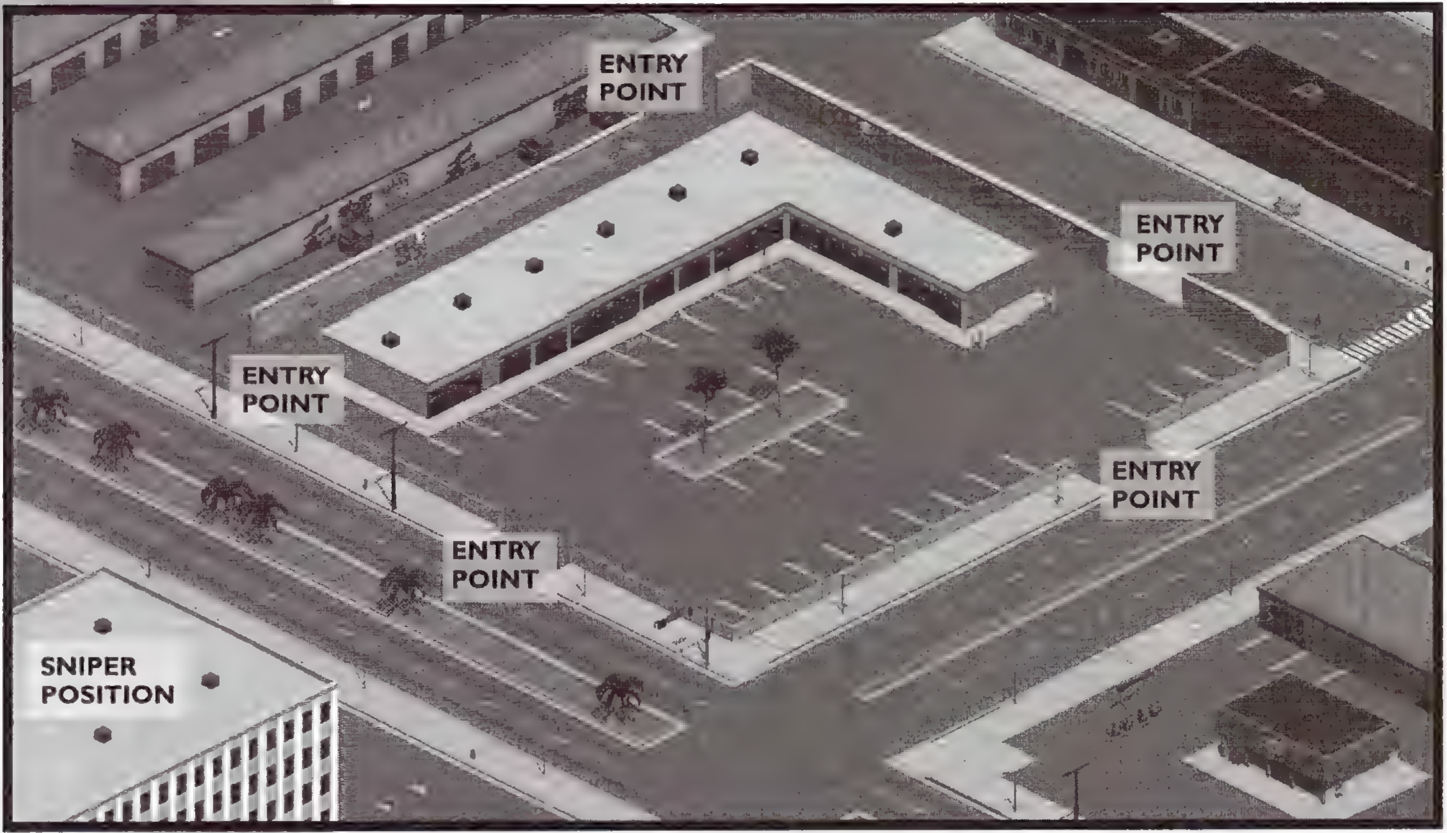


Fig. 4-28. The Mall.

What You Really Want To Do

Use everyone, including the dogs. This is a small-scale war, so the campaign can easily end here if you slip up. For God's sake, is every officer wearing his shield?

First, deploy your Snipers because they'll take a long time to get to their sole position. Then deploy, as quickly as possible (you might want to use the Map toggle here), an Element to cover each of the five entry points. Hostages and suspects both run rampant here, and letting suspects escape is bad for business. This uses up all six slots: one Sniper Element and five Assault Elements. Once all the exits are covered, quickly start detaching units from the Guard teams to round up suspects and hostages and ferry them to the Command Post. At the same time, detach a couple of certified Explosives experts and a couple of K9 units to move in and around the cars.

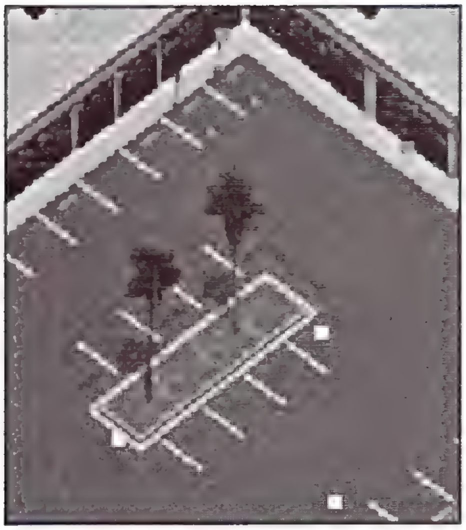


Fig. 4-29. It's a good thing the Overview map displays "pick-up-able" items in purple, like the two dots along top arm of the building.

You will find as many as three bombs and two booby traps, though some or most of them will be found on arrested Terrorists. *Never use anyone but a certified Explosives expert to defuse a bomb!*

I definitely recommend using the chopper for surveillance.

You only have to bring all the suspects to resolution in this Mission. Don't worry about the bystanders.

What To Look For

Found and defused explosives are worth points and count as useful evidence. Loot is plentiful, but not worth anything other than good karma points, and you'll have to mete those out yourself.

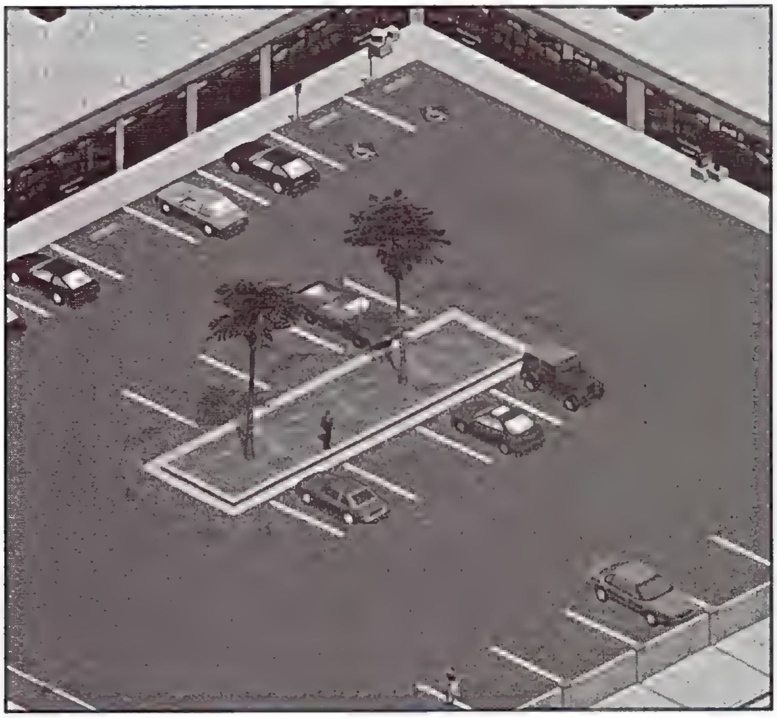


Fig. 4-30. Loot blends in better with the background than weapons or drugs.

YOUR TEAM

You'll want one Sniper Element and three to five Assault Elements. This isn't a good Mission in which to be stingy. Make sure you have at least one (preferably two) Explosives experts among you, and as many K9 units as you can recruit.

SUSPECTS

- One male Terrorist armed with a handgun, an automatic, and body armor
- One male suspect armed with a handgun, three bombs, three detonators, and body armor
- One male suspect armed with a handgun, two booby traps, and body armor
- One male suspect armed with a handgun
- One female suspect armed with a handgun

NON-SUSPECTS

- One female hostage
- Three male hostages

CNT

You can't negotiate with a mob. CNT will bullhorn the crowd, but it won't do any perceptible good. No points are awarded for CNT use in this Mission.

Head-to-Head

There are no additional NPCs in the head-to-head version of the scenario.

Mission 11: Suburbia

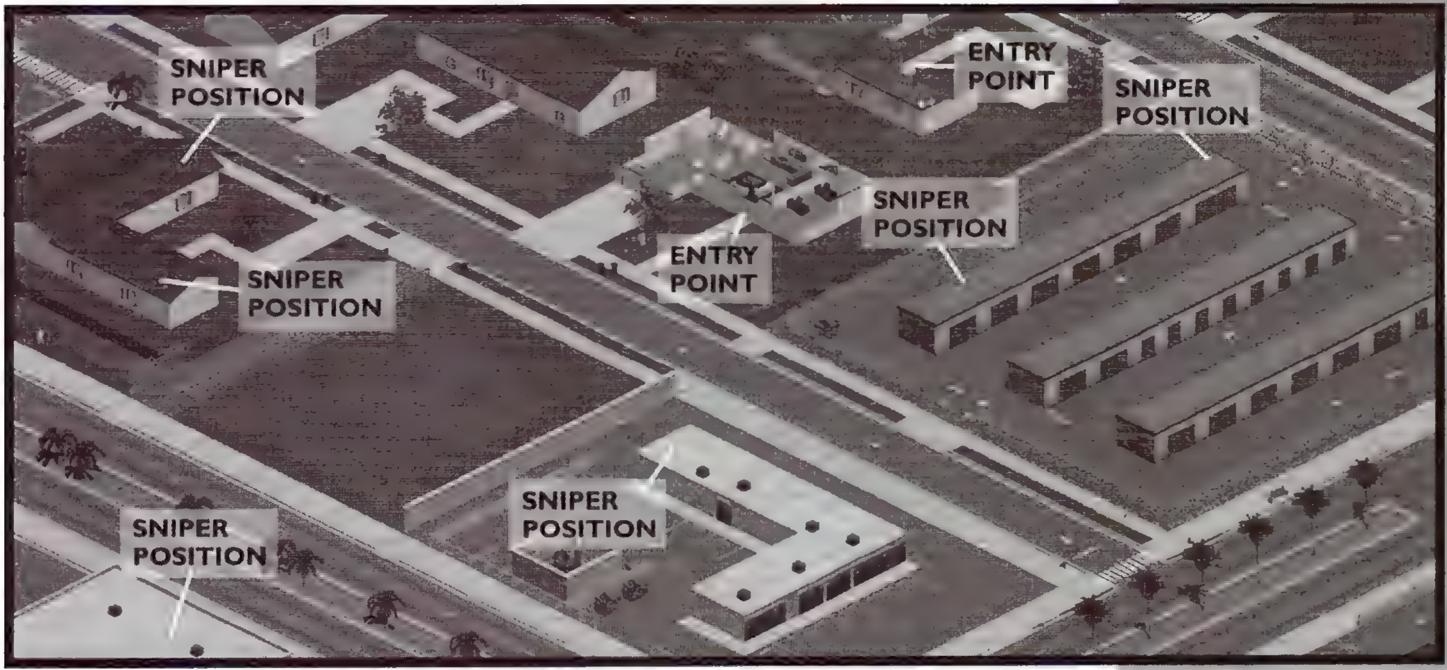

SNIPER POSITION
ENTRY POINT
SNIPER POSITION
SNIPER POSITION
ENTRY POINT
SNIPER POSITION
SNIPER POSITION
SNIPER POSITION

Fig. 4-31. The Neighborhood.

What You Really Want To Do

Take cover immediately; have everyone equip their shields and Ghillie suits if they're not already doing so. Have everyone crouch. Danger is imminent here. All bets may be off; somebody may blow himself up, kill a hostage, or do *something* nasty.

Take off stealth movement. You can always switch it back on during a Stealth Entry of either of the two houses you can enter. (The game manual hints of the "storage house," but you can't get in there…not even with the Tank, which *is* available in this Mission. Snipers may be hiding on the roof, however.)

There's usually no time to build perimeter control. Deploy Snipers to all six locations and give them an immediate green light. The Sniper(s) may be able to spot an NPC through the window of the house.

Agree to the CNT and, provided the suspects hold off shooting long enough, hostages may begin to walk down the street toward your Command Post. Rescue them and take them back to the CP as quickly as possible.

Meanwhile, move your Elements down the street. Use fences for cover, and make use of the mirror. There are booby traps and grenades in the scenario, so let your Explosives experts search carefully.

Preferable to brute force in this Mission is the use of CNT for negotiation; this can net you extra points, but is a long shot simply because these Terrorists aren't likely to sit still.

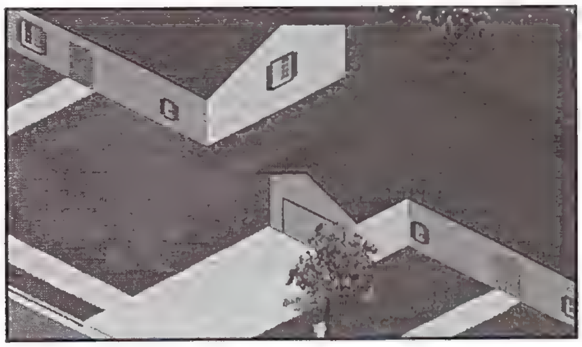


Fig. 4-32. Knowing the patterns on doors will help save a lot of exploration time. Smooth gradient doors like the one on the left cannot be opened. Wood-grained doors like the one on the right usually can be opened.

It makes no difference which of the two houses you try first. Do the usual stealth entry, Hooligan-tooling the door(s) first if need be before mirroring into them.

You must account for all bystanders and suspects to complete this Mission.

What To Look For

Pamphlets are worth points if you pick them up. Explosives are not worth points directly, but obviously you should defuse as many as possible in order to save lives *and* points.

YOUR TEAM

Three Assault Elements and three Sniper Elements are an ideal formulation, although you can achieve excellent scores even with just a single element of each type…if the suspects cooperate.

- Deploy the Snipers to all available locations.
- Use the Assault Elements to rescue the hostages and arrest the suspects (ideally without killing them first).

SUSPECTS

- One male Terrorist, armed with a handgun, a sniper rifle, two grenades, body armor, and a gas mask
- One male suspect, armed with a handgun, two booby traps, body armor, and a gas mask

NON-SUSPECTS

- One male hostage
- One female hostage

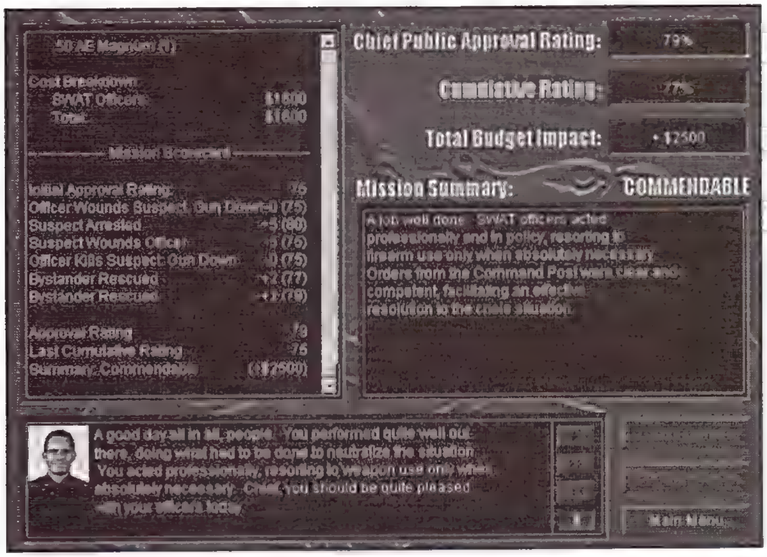
CNT

This Mission has extensive CNT dialogues available, but they're almost impossible to reach because when one of the suspects starts firing (as one inevitably seems to do), negotiations will break off.

However, if you can get this far, there are two possible ways to earn extra points with CNT:

- **Grant a request for food if it comes from the inhabited house (and there are still hostages inside).**
- **Deny a request for food if it comes from the abandoned house (and there are no hostages inside).**

Negotiations will always eventually break down, but you can buy yourself a lot of time with CNT in this Mission if the suspects are unusually levelheaded.



.50 AE Magnum (1)

Cost Breakdown:

SWAT Officers	$1600
Total	$1600

— Mission Scorecard —

Initial Approval Rating	75
Officer Wounds Suspect, Gun Downed	0 (75)
Suspect Arrested	+5 (80)
Suspect Wounds Officer	-5 (75)
Officer Kills Suspect, Gun Down	0 (75)
Bystander Rescued	+2 (77)
Bystander Rescued	+2 (79)
Approval Rating	79
Last Cumulative Rating	75
Summary: Commendable	(+$17500)

Chief Public Approval Rating: 79%

Cumulative Rating: 77%

Total Budget Impact: +17500

Mission Summary: COMMENDABLE

A job well done. SWAT officers acted professionally and in policy, resorting to firearm use only when absolutely necessary. Orders from the Command Post were clear and competent, facilitating an effective resolution to the crisis situation.

A good day all in all, people. You performed quite well out there, doing what had to be done to neutralize the situation. You acted professionally, resorting to weapon use only when absolutely necessary. Chief, you should be quite pleased with your officers today.

Fig. 4-33. On the summary window at the end of each Mission, make a practice of scrolling down to the "Mission Scorecard" section. It's the fastest way to learn how many points you get for various general and Mission-specific activities.

Head-to-Head

The head-to-head game injects a child hostage into the equation.

Mission 12: Domestic Situation

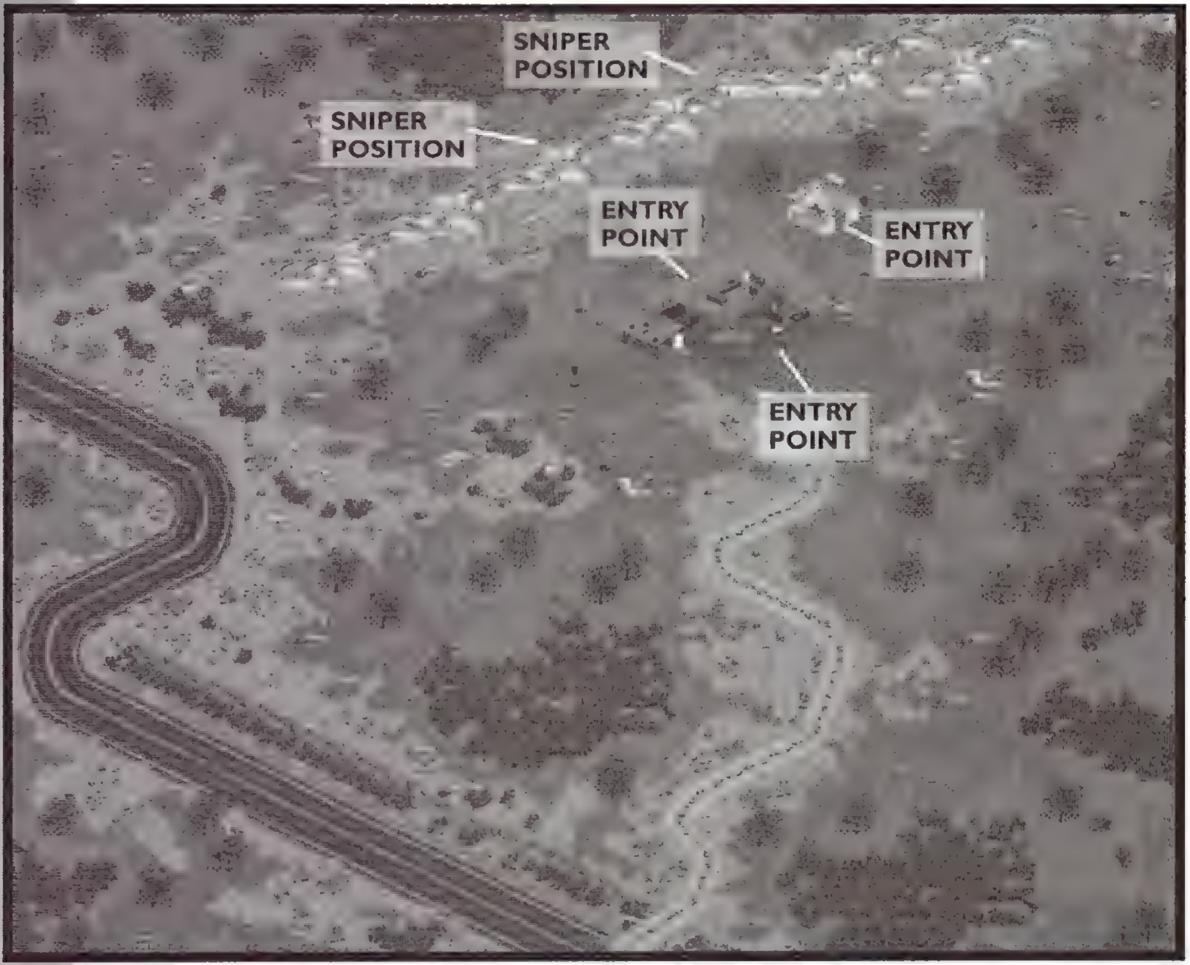

SNIPER POSITION
SNIPER POSITION
ENTRY POINT
ENTRY POINT
ENTRY POINT

Fig. 4-34. The House and Shed.

What You Really Want To Do

The game manual is feeding you a line here, the same line that the suspects are feeding you. A domestic dispute. Yeah. Sure.

This is a *setup!* Five suspects, armed to the teeth with booby traps, gas masks, grenades, and all kinds of weapons. Two hostages and a Rottweiler dog.

Deploy your Snipers first along the rocky ridge and in the few places under cover that face the house. Bring your Assault guys up slowly by the door on the west side of the house, so that the Snipers can cover you. Tread lightly because booby traps abound.

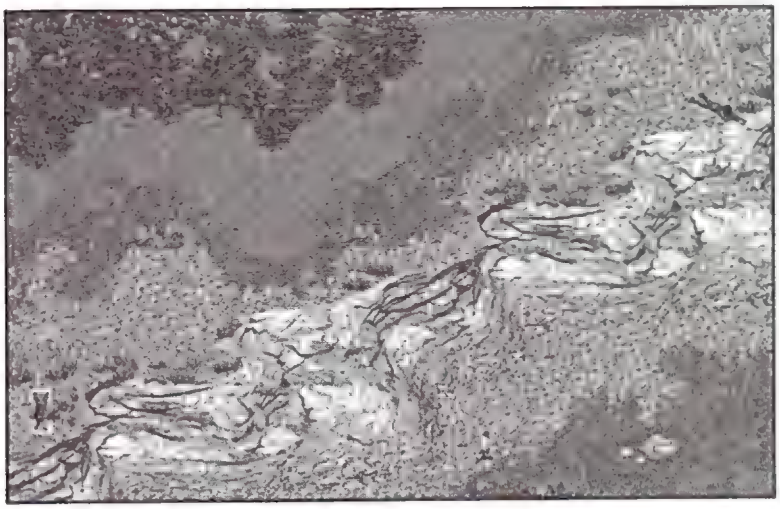


Fig. 4-35. The Snipers can cover the north face or south face of the house, should you decide to play a sniping game. (Terrorist missions tend to be very Sniper-involved.)

Send another group around the front to take care of any of the hostages. But be cautious. Suspects tend to lurk behind the propane tank and around the entrance to the house on that side. There are lots of gasoline cans around, too.

Check in the shed. There are often items or suspects in there. It's a dangerous place, though, with lots of ammo stored inside.

All bystanders and suspects must be accounted for to complete the Mission, except for the Rottweiler.

What To Look For

There's a stack of money to be found (frequently in the shed). It's worth points and will turn out to be an important part of the überplot that runs through the campaign.

Also, look for explosives; they're worth nothing but making the world a safer place to live in every time you confiscate some.

YOUR TEAM

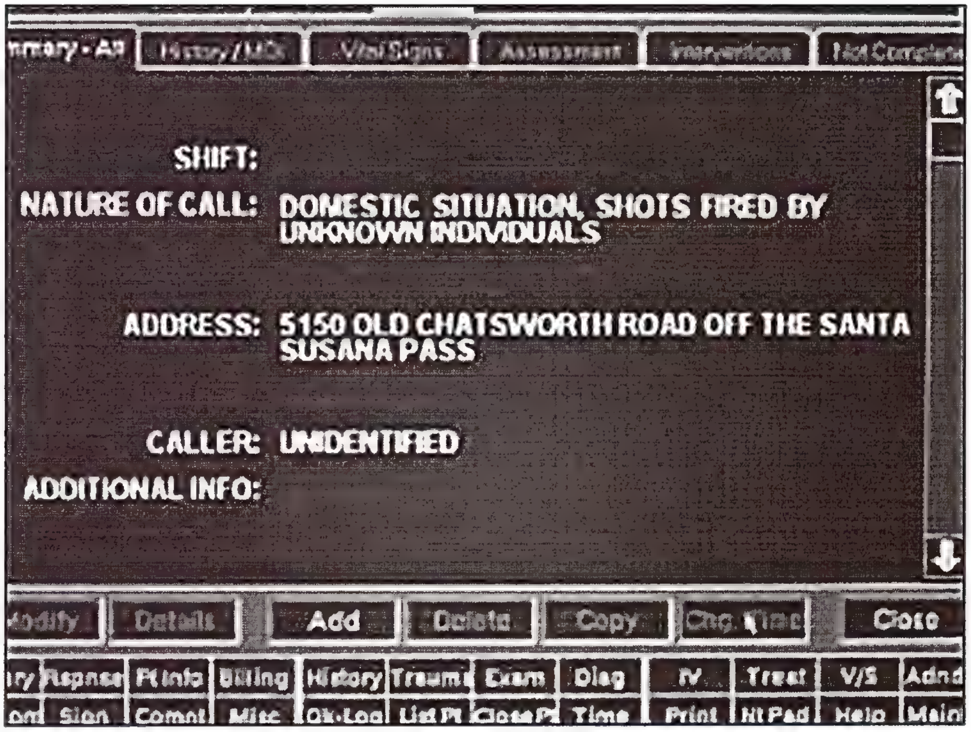
Two Sniper Elements are all you'll need, sniping-wise. For Assault Elements, two will suffice, three is better. Attempt to include at least one K9 unit in each Assault Element.

SUSPECTS

- One male Terrorist armed with a handgun, an automatic, one grenade, body armor, and a gas mask
- One male Terrorist armed with an automatic, one grenade, body armor, and a gas mask
- One male suspect armed with an automatic, two booby traps, body armor, and a gas mask
- One male suspect armed with a handgun, an automatic, body armor, and a gas mask
- One female suspect armed with a concealed handgun, two booby traps, body armor, and a gas mask

NON-SUSPECTS

- One female hostage
- One child hostage


Vital Signs
Assessment
Interventions
Details
Add
Delete
Copy
Close
Billing
History
Exam
Diag
IV
Treat
V/S
Time
Print
Help

SHIFT:
NATURE OF CALL: DOMESTIC SITUATION, SHOTS FIRED BY UNKNOWN INDIVIDUALS
ADDRESS: 5150 OLD CHATSWORTH ROAD OFF THE SANTA SUSANA PASS
CALLER: UNIDENTIFIED
ADDITIONAL INFO:

Fig. 4-36. This was called in as a domestic disturbance. Yeah. Right.

CNT

You will get points just for getting far enough in CNT to hear the CNT team order the suspects out of the house with their hands in the air. In general, though, CNT efforts won't last long. Negotiations end once the gunfire starts, and that never takes too long.

Head-to-Head

There are no additional NPCs in the head-to-head version of this Mission.

Mission 13: Law Firm

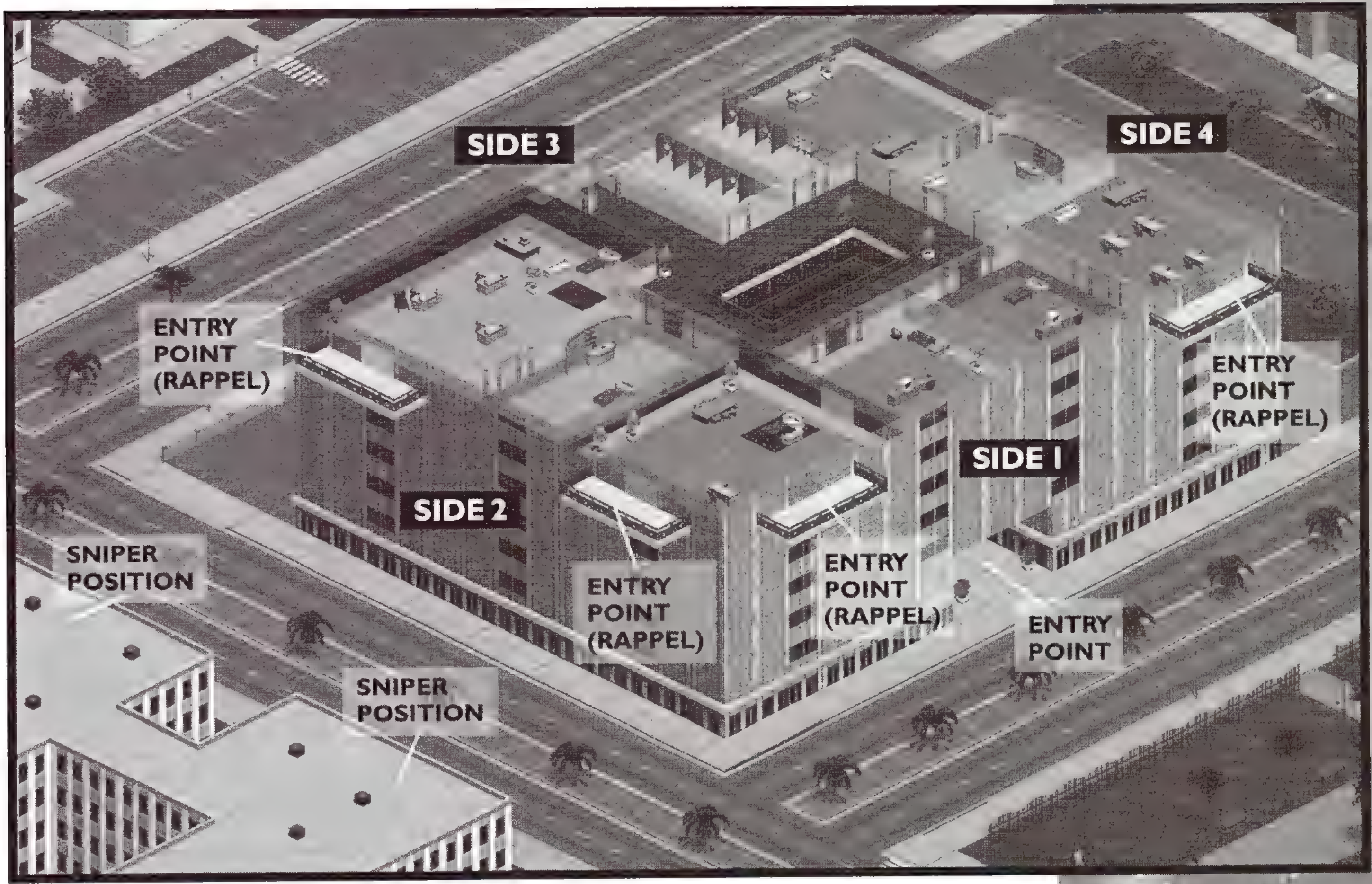

SIDE 3
SIDE 4
ENTRY POINT (RAPPEL)
ENTRY POINT (RAPPEL)
SIDE 1
SIDE 2
SNIPER POSITION
ENTRY POINT (RAPPEL)
ENTRY POINT (RAPPEL)
ENTRY POINT
SNIPER POSITION

Fig. 4-37. The Office Building.

What You Really Want To Do

I hope you've had some rappelling practice by now, because your Assault Elements are going to land on the balconies to make their entrances. Turn on Dynamic movement, at least for the sake of deploying the Snipers and getting the Assault Elements to their positions. Turn it back on to make stealth room entries once your Assault Elements are in place.

Deploy the Snipers to the rooftop that overlooks corners 3-4 (on the Snipers' left) and 4-1 (on the Snipers' right). (See the TIP! or consult the glossary in the game manual to learn the designations of building corners.)

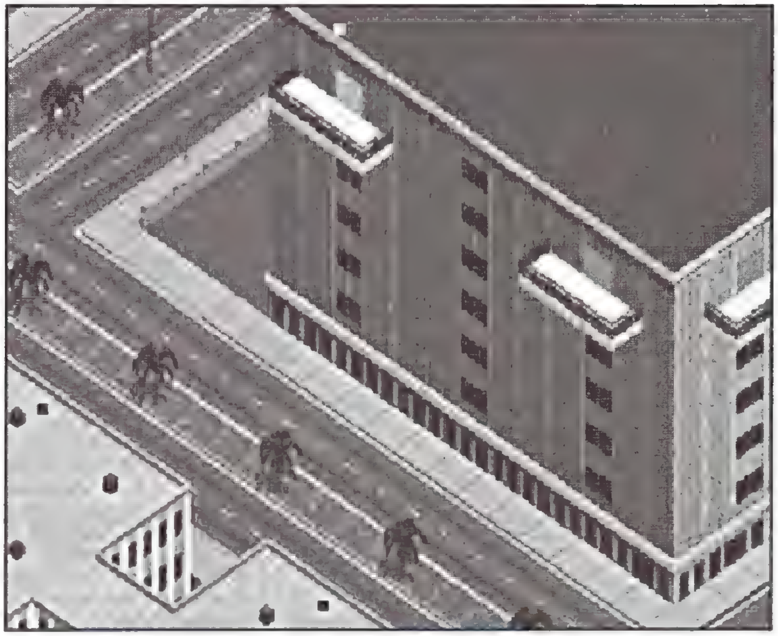


Fig. 4-38. The two Sniper blocks on the Overview map (the two on top of the lower left skyscraper) can see a bystander (yellow block) in the 2-3 corner office and an armed suspect (green block) in the 1-2 corner office.

Have the chopper land near the Assault Elements, load one Element's worth of rappelling units, and let the helicopter circle the building. Between the CNT reports, the Snipers, and the chopper, you should have an idea of which offices are, or appear, empty. Rappel onto a balcony in front of an empty office. If there appear to be NPCs in both corners 3-4 and 4-1, you'll have to chance landing on 1-2 or 2-3.

Another Assault Element should cover the entrance in front of the building.

TIP!

Building Codes

No, we're not talking about OSHA. We're talking about the protocol SWAT uses for identifying sides and corners of buildings. It's covered in the glossary in the game manual, but just for ease of reference, here's how it works: The front of a building is side 1. Moving *clockwise*, or to the left as you face the front of the building, the second face is side 2. The back of the building (in a traditional

(cont...)

You only have one suspect to capture here. Unfortunately, he's carrying many nasty devices. One of the hostages will almost certainly turn on you, but at least he's not dressed to kill. There's a third NPC, a female hostage. All NPCs, suspects and bystanders alike, must be accounted for to complete this Mission.

What To Look For

There are three good opportunities to gain points here: a cellular phone, a brochure, and possibly some guns. You'll want to arrest all the men in this Mission, even if you think they're innocent bystanders.

YOUR TEAM

Two Sniper Elements and three Assault Elements are ideal. You can probably save a little cash by using just one Sniper Element and splitting it up, putting one Sniper in each of the two positions.

Rappel two Assault Elements (be sure that two elements have rappelling equipment before embarking on this Mission). There are explosives involved, so at least one certified Explosives expert is desirable, as is at least one K9 unit. The suspects are trigger-happy in this scenario, so two trained EMT units per Element is reasonable.

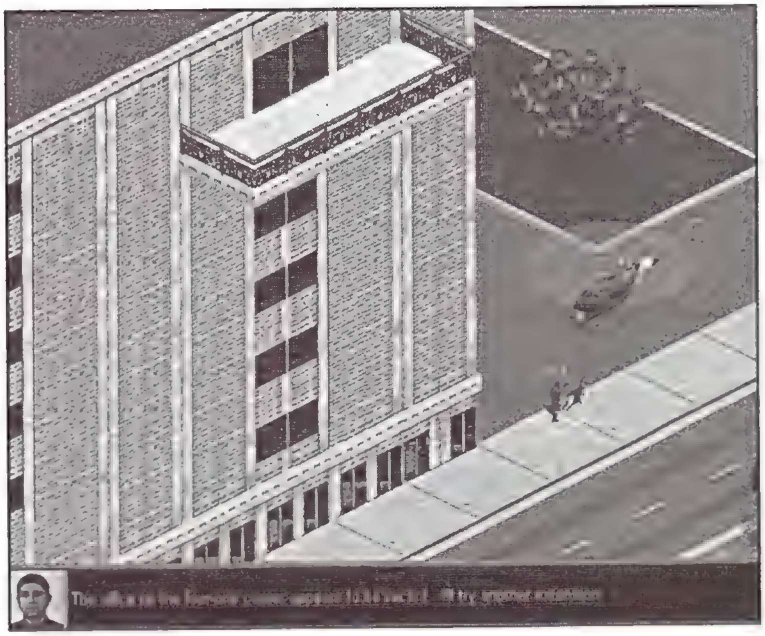


Fig. 4-39. The K9 unit gets on perimeter control in this rappelling Mission, since the dog can't rappel out of the chopper.

TIP! cont....

rectangular structure, of course) is side 3, and the last is side 4.

Designations of corners are made by hyphenating the numbers of whichever two sides of the building form that corner. Thus the corner formed by the front of the building and its second side would be corner 1-2. The other corners, again going clockwise, are 2-3, 3-4, and 4-1.

Modern architecture must play havoc with SWAT's numbering system.

Let your third Assault Element cover the building's entrance.

SUSPECTS

- One male suspect armed with a handgun, an automatic, two booby traps, one explosive, one detonator, body armor, and a gas mask
- One male suspect armed with a concealed handgun

NON-SUSPECTS

Don't forget, one of the male suspects may appear to be a hostage at first, but he's liable to turn on you.

- Two female hostages
- One male hostage

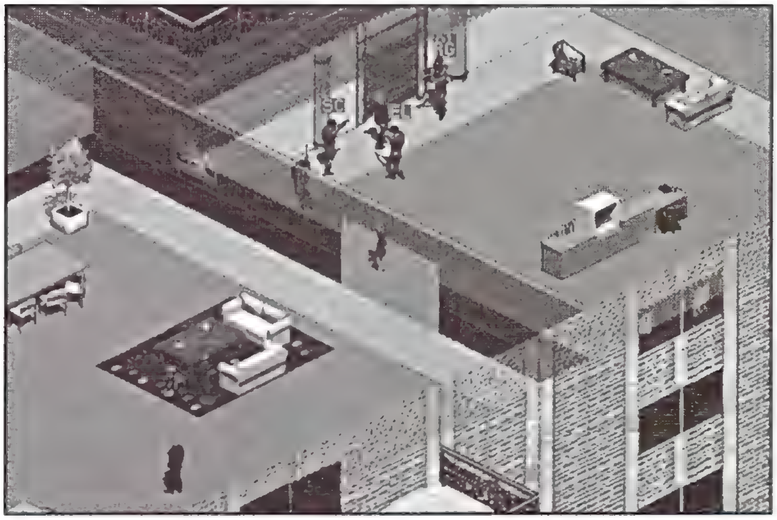


Fig. 4-40. Another violence-in-the-workplace incident based on a real SWAT mission. Don't forget to pick up that cellular phone.

CNT

The CNT is useful in two ways in this Mission: it can get you information, and it can get you points. If you grant the CNT request, they'll begin to call various offices. Once they locate the office where the main suspect and the female hostage are, they'll tell you so directly. You'll earn points, and you'll know where your suspect is.

Along the way, the CNT may get no reply to calling an office, or they'll get a reply from NPCs who are unaware of the crisis unfolding elsewhere in the building.

Head-to-Head

The head-to-head game is a much more chaotic situation: you'll have six additional hostages to deal with in this Mission, for a total of seven. Three of the six new hostages will be males, three will be females.

Mission 14: Assassination in the Park

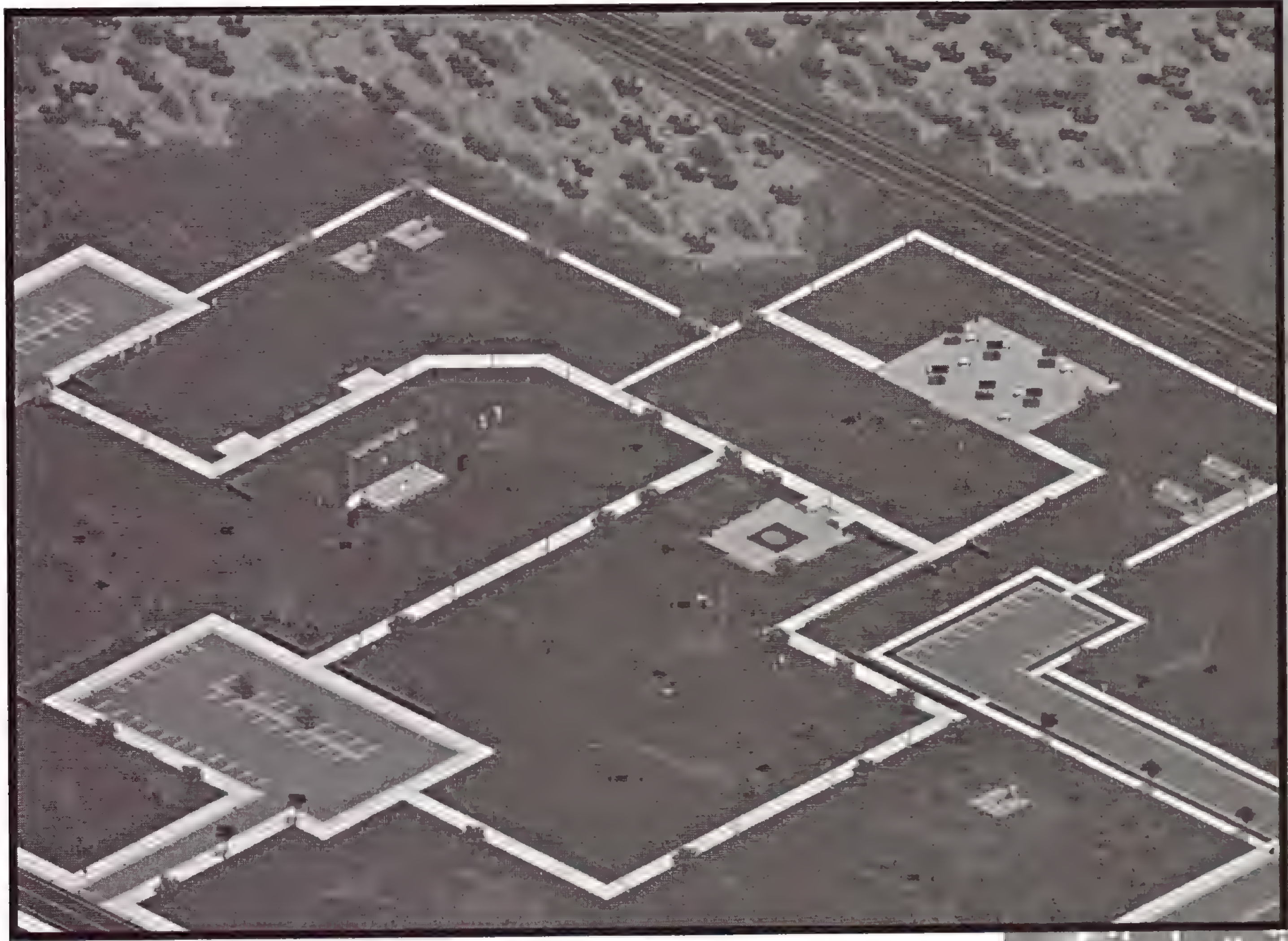


Fig. 4-41. The Park.

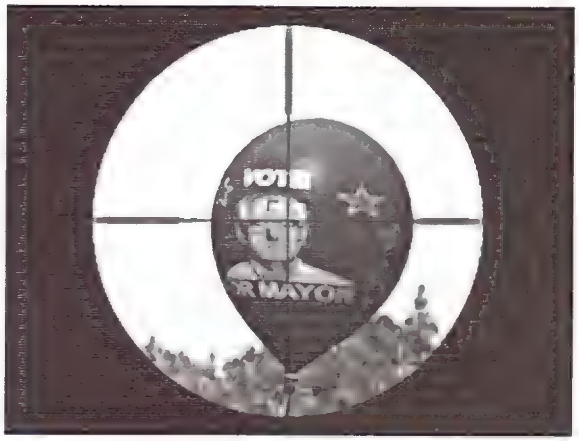


Fig. 4-42. This chilling image describes the Mission perfectly. Somebody's out to eliminate the Mayor's campaign balloons!

What You Really Want To Do

Give up? No, but all your skill with Assault Elements must come into play here. You will get no assistance from either CNT or Sniper Elements, because there are simply no positions for Snipers.

Use six Assault Elements; anything less is false economy. Deploy the first four, one to each corner of the map, skirting the edge of the area and dropping off a couple of trailers as you go. You won't need typical entry and scouting skills because there are no doors anywhere on the map. What will be helpful are K9 units. Leave these units on the outskirts, don't send them into the middle of the park.

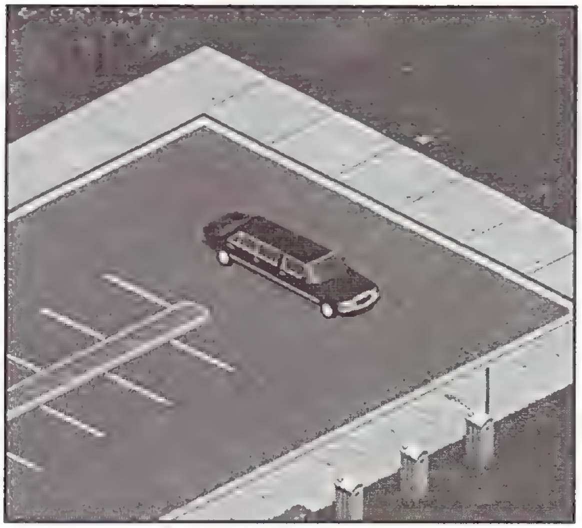


Fig. 4-43. The Mayor starts out here in his stretch limo in the northwest corner of the map.

Cutting across the center of the map increases the likelihood that armed conflict will commence before you're ready. That's liable to happen anyway, but wait until your perimeter is mostly in place.

You'll want to get the Mayor to safety quickly. Don't take him into protective custody until after trouble actually starts (you see a visible threat or someone starts firing, whichever

CAUTION!

Bad News! From the end of Mission 14, you'll go right into Mission 15 *without* a chance to go back to your recruitment screen! Therefore, have plenty of units trained, armed, and organized. And try to spare everybody's health in this Mission, so that they're not on the "injured" list during Mission 15.

occurs first). Get him to the Command Post located in the trees in the southeast corner.

Go out in groups of two and query bystanders with the bullhorn. Arrest anyone the least bit suspicious, and rescue the children. Escort everyone off to the Command Post as quietly as possible. Don't toggle to Running mode until after the firing starts.

When trouble erupts, there's plenty of cover available. Quickly take advantage of it, and be sure your shields are equipped and everyone's crouching. Your first priority is to neutralize the shooters (who will have found numerous sniping positions on the outskirts, near the Elements and trailers you deployed at the outset). Don't start running after hostages until after you've neutralized the threat, but remember that the Mayor's safety is your assigned duty.

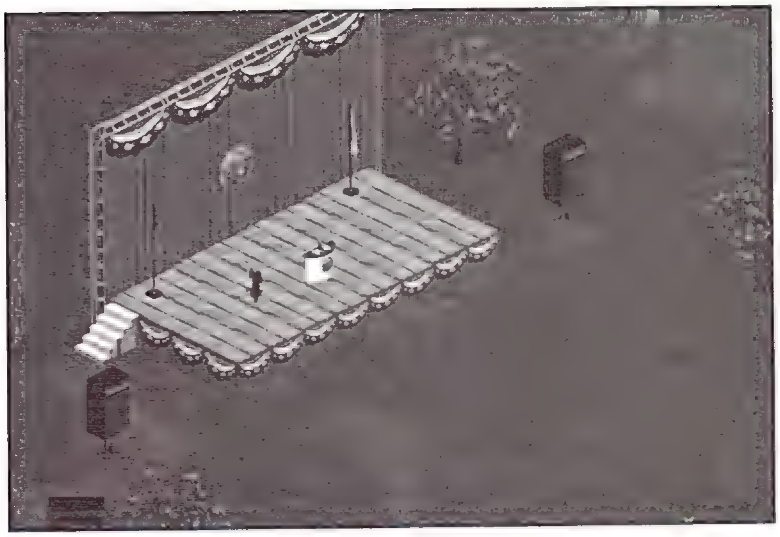


Fig. 4-44. The Mayor will end up hanging out here onstage until you get him to safety.

Although gun battles will end most exchanges, the presence of K9 units on the perimeter will come in handy here, because your perimeter Elements are going to end up fairly close to the positions taken by the Terrorists when trouble starts. In some cases, hand-to-hand combat, aided by the K9s' excellent 150 percent effectiveness trait, can bring to an end a few conflicts.

Don't bother with the Helicopter this time around unless you plan on rappelling (sure to gain attention, but quicker from here to there). Unfortunately, the chopper will draw heavy fire if it's used for surveillance, so leave it at home and save some major bucks.

You don't have to rescue or account for all the bystander NPCs in this Mission, but you do have to account for all the suspects and Terrorists.

What To Look For

There are guns to recover from arrested suspects, worth points.

YOUR TEAM

You need six full Assault Elements in this Mission. At least four of them should contain at least one K9 unit. Some injuries are certain, so EMT is the other most important skill. Explosives and sniping are non-issues this time around.

SUSPECTS

If you think this is bad, you haven't seen anything yet.

- One male suspect armed with a handgun, a sniper rifle, and body armor
- One male suspect armed with an automatic, two grenades, one booby trap, and body armor
- One male suspect armed with a handgun, a sniper rifle, and body armor
- One male suspect armed with an automatic, one booby trap, and body armor
- One male suspect armed with a handgun, a sniper rifle, and body armor
- One male suspect armed with an automatic, two grenades, booby trap, and body armor

NON-SUSPECTS

- Two male hostages (including the Mayor)
- Two female hostages
- Three child hostages

CAUTION!

Try not to let the Mayor be injured or killed. That's an instant route to ending the campaign, and you've come so close now to completing it. Besides, there are secrets yet to learn in the final Mission.

CNT

There is no CNT available in this Mission.

Head-to-Head

There are no additional NPCs in the head-to-head version of the Mission.

Mission 15: Metro Station

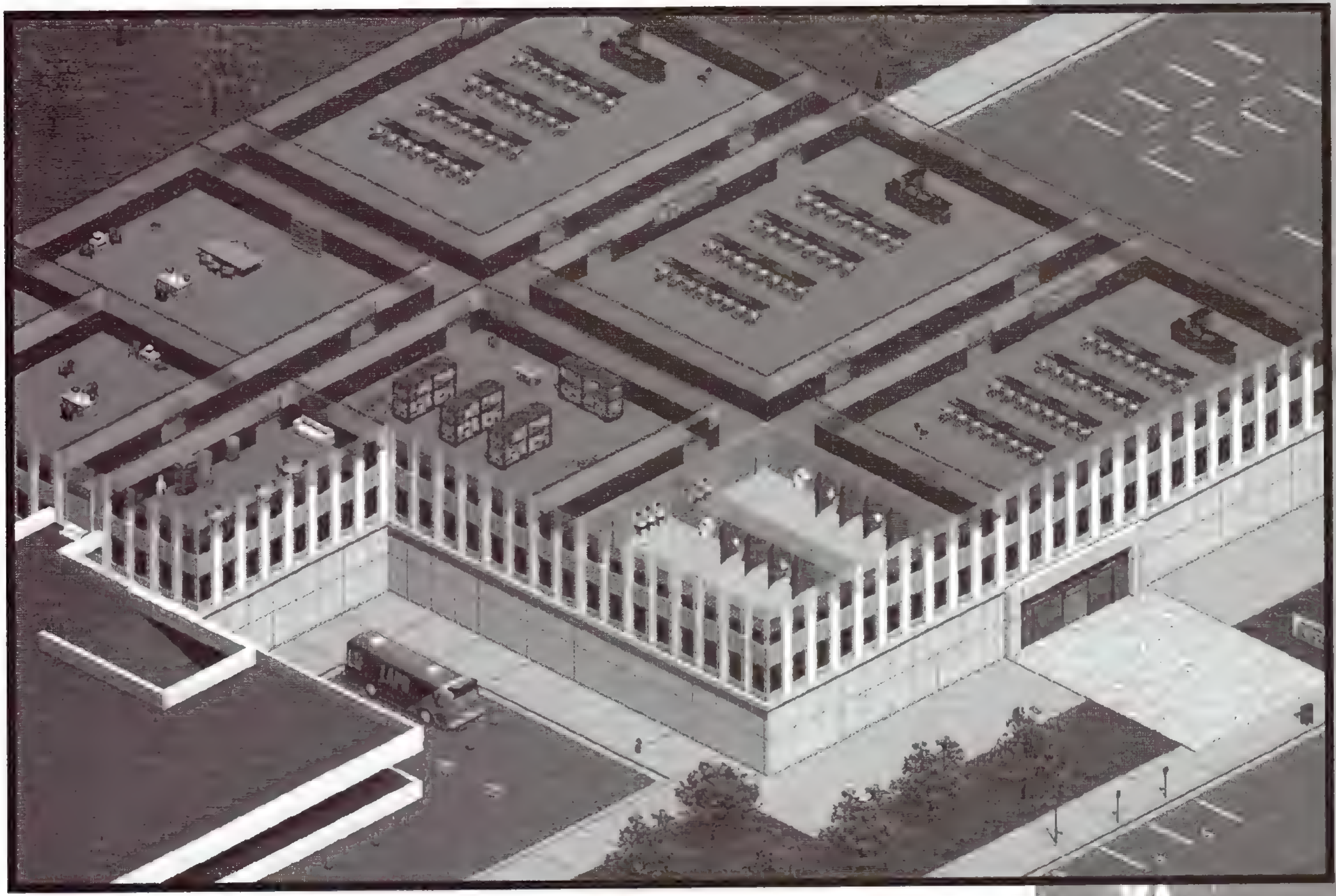


Fig. 4-45. Metro Station.

What You Really Want To Do

You'll have five Elements. You won't get to pick and choose them, since you slide right into this Mission from the end of the previous one.

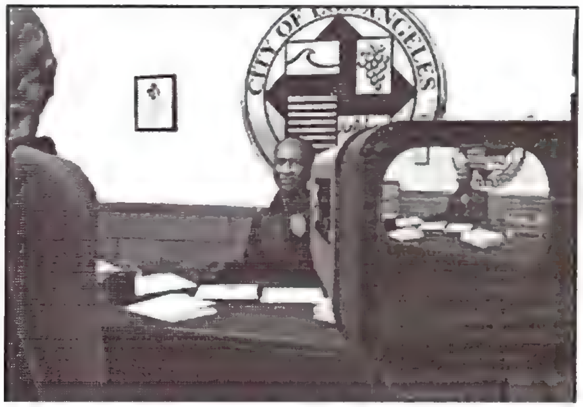


Fig. 4-46. Take special note of who's voice breaks in on the loudspeaker before it goes dead.

The basic problem you'll be working against is the sheer number of Terrorists: there are 15 of the suckers.

The Chief will be an additional Assault Element on his own. He'll be the lone unit with the Chief ID, and you want to keep this man alive at almost all costs. His death would be devastating to the organization. You'll want to drop a weapon, a shield, and whatever you can spare where he can pick them up, because his equipment is insufficient.

The Mayor also will be present, albeit occasionally difficult to find (he's the only businessman in the Mission). He'll fight against you. Be prepared for when he pulls a gun on you. You'll probably need to wound him, but *if you kill him, you'll lose major points.*

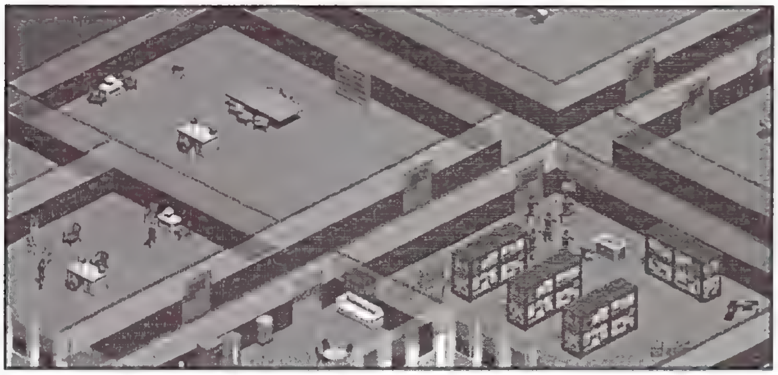


Fig. 4-47. The Chief, your alter ego in the game, can reliably be found in the room on the left. Drop him a weapon and a shield and whatever else you can spare.

You must resolve the situation with every Terrorist to complete the Mission, but you don't need to deal with every hostage.

Here's the way to blow this scenario out of the water:

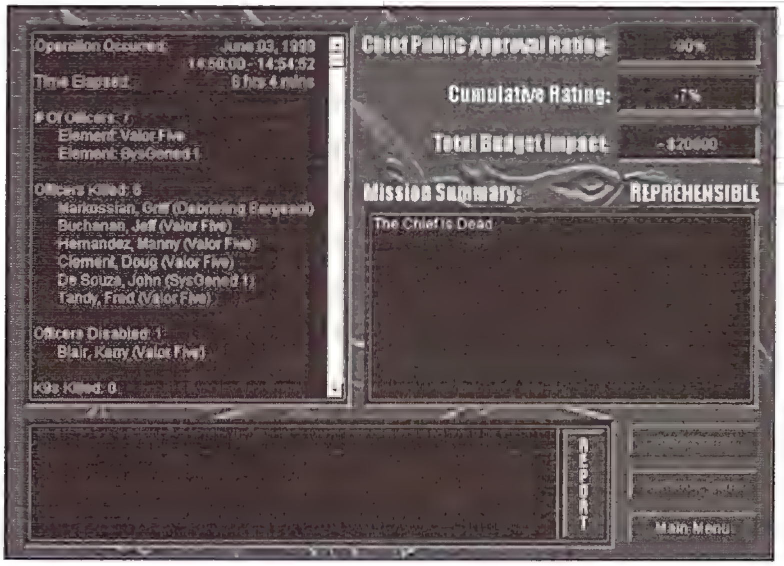
- **Proceed slowly.** Turn the game speed way down to give you time to coordinate. Don't be in *any* hurry to move outside of the rooms you find yourself in; even if the door to the hallway is already open, hide yourselves, crouch, equip your shields, and plan carefully.
- **Mirror all doorways.** The Terrorists are cruising the hallways. Don't move into an occupied hallway unless you have some reasonable plan for controlling the resulting situation.
- **Leave trailers with rescued or arrested NPCs.** The bystanders you rescue and the Terrorists you arrest are better off staying in whatever room they're already in, rather than being transported through dangerous hallways to the makeshift Command Post.
- **Avoid moving into intersections.** Emerge into hallways at their dead ends, so that you don't find yourself assailed from two or more directions at once.
- **Clear hallways.** Go hallway by hallway, methodically eliminating Terrorists through whatever means necessary and taking reasonable care not to shoot anyone who doesn't threaten you first.
- **Go for the gold.** To get the best possible ending for this final Mission (including a full confession), you must have collected important evidence from the preceding Missions. Keep the Chief alive and secure the Mayor at the end of the Mission 15, *and* find most of the following evidence:
  - Money in Mission 5
  - Guns and Drugs in Mission 7
  - Explosives in Mission 8
  - Drugs in Mission 9
  - Explosives in Mission 10
  - Have a Suspect Questioned in Mission 11
  - Money in Mission 12
  - Cell Phone and Brochure in Mission 13
  - Guns on Suspects in Mission 14

What to Look For

There is nothing to find in this Mission.

YOUR TEAM

You'll be given five fully loaded Assault Elements. You will have a sixth, one-man element in the form of the Chief, and he'll need weapons.



Operation Occurred: June 03, 1999 14:50:00 - 14:54:52
Time Elapsed: 0 hrs 4 mins

Of Officers: 7
Element: Valor Five
Element: SysGened 1

Officers Killed: 6
Markossian, Griff (Debriefing Sergeant)
Buchanan, Jeff (Valor Five)
Hernandez, Manny (Valor Five)
Clement, Doug (Valor Five)
De Souza, John (SysGened 1)
Tandy, Fred (Valor Five)

Officers Disabled: 1
Blair, Kerry (Valor Five)

K9s Killed: 0

Chief Public Approval Rating: -90%
Cumulative Rating: -7%
Total Budget Impact: -$20000
Mission Summary: REPREHENSIBLE

The Chief is Dead

Fig. 4-48. Yes, notice that Griff Markossian has died. That happened during the opening cutscene. Don't sweat it, it wasn't your fault.

SUSPECTS

Hold your breath…

- One Mayor armed with a handgun
- Fifteen Terrorists each armed with a handgun, an automatic, one grenade or one booby trap, body armor, and a gas mask

NON-SUSPECTS

- Two male hostages
- One female hostage

CNT

There is no CNT in this Mission. Perhaps all the throw phones are in use out in the field…?

Head-to-Head

There are no additional NPCs added to the head-to-head version of this Mission.

CHAPTER FIVE:

The Terrorist Missions

A more interesting story unfolds as this campaign progresses—but isn't that the way of all villains in entertainment? It's more fascinating to peek into the dark recesses of the mind than it is to explore extremes of light and goodness (for that way lies madness!).

Terrorist Missions require an entirely different mind-set. Your overall goal of preserving life is gone; instead, life is comparatively cheap, while protecting and furthering the cause of the Five Eyes is always the key to success.

In terms of actual gameplay, this translates to an attitude that can best be described as aggressive yet cowardly. This is obviously quite a change from the cautious and pacifistic attitude one adopts with the SWAT Missions.

As a terrorist, you still want precision, but you don't have all those rules to follow. Indeed, there are no formal "entries," stealth or dynamic. You walk where you want to go without regard for doors, more or less.

NPCs should all be subdued with as little violence as possible, because you want to win them over. Giving them pamphlets, negotiating for food, and avoiding violence toward them (or toward other hostages) all help you escape, eventually, with hostages in tow.

In general, you get points for wounding and killing police officers, capturing as many hostages as possible, accomplishing whatever Mission-specific goals are set, and escaping with your lives.

The (spacebar) becomes an especially useful tool in these Missions, because you'll need to do a lot of running, shooting, running, and shooting. Kill officers at every opportunity, and don't stop at wounding them unless you really have to get *out* of there. Often you can have most of the Terrorists escape, leaving one or two Cells behind to just crouch and blow away officers. As long as you kill more of them than they kill of you, you're points ahead in the Mission Rating. The Mission Rating is more important to the overall success of the Terrorists than it is to SWAT.

Mission 1: Indoctrination

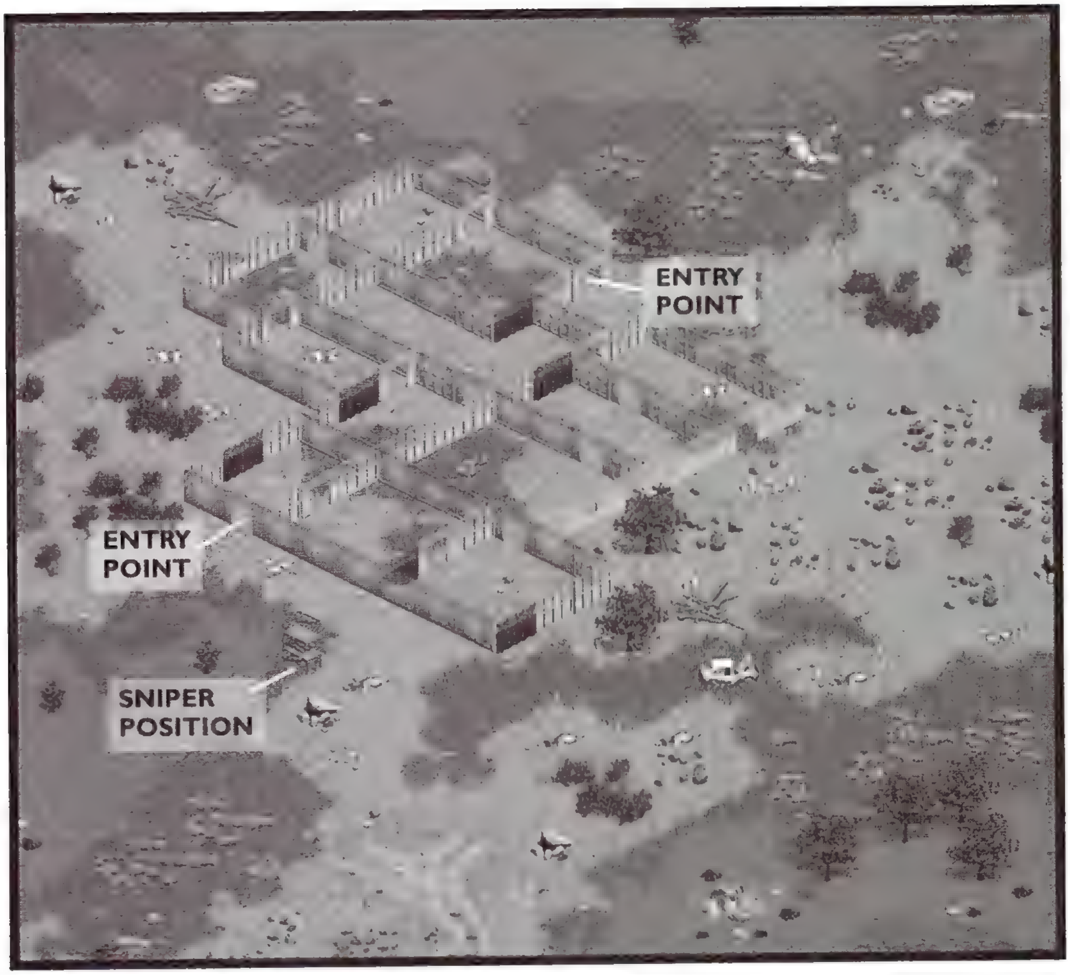


Fig. 5-1. The Training Area.

What You Really Want To Do

Depending on how much damage you want to do to the SWAT guys before this scenario ends, you'll need one to three Cells. Even though the bullets aren't real, you'll gain points for killing the pretend SWAT Officers.

Run into the building with your Cell(s) and start going from room to room.

TIP!

Escape Zones
Escape zones can be found along the borders of nearly every map in the Terrorist Campaign. When the cursor is in an escape zone, it changes to a black symbol with two arrows (kind of like the symbol for "real dairy"). Click on an escape zone, and whichever unit or Cell is selected will automatically walk to that point and vanish from the map, signifying that the Terrorist(s) escaped from SWAT.

Sometimes you'll need to hunt a bit to find the escape zones.

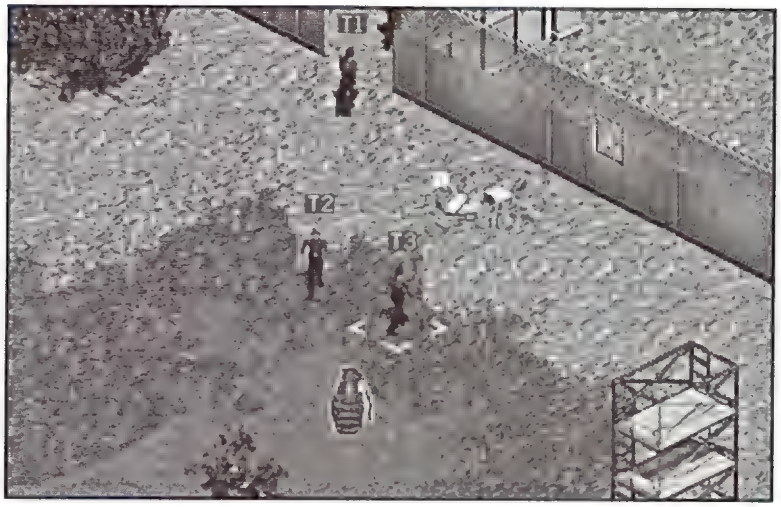


Fig. 5-2. Transfer items from one (healthy) unit to another by simply dropping the item and having the other unit pick it up. Here we transfer a grenade to our expert.

Every time you come across an NPC, don't fight with them unless they fight with you (one of them probably will). Immediately use the Take Hostage button to have one of the units subdue the NPC, then detach that Terrorist/hostage and have them escape. Any edge of the screen may be used, but the SWAT guys will appear along the right edge, so avoid temptation and escape to the west or northwest.

Unlike SWAT's dependable supply of equipment, the Order of the Five Eyes gets what it can when it can. That means that not everything will be in stock when you want it, and even when an item *is* in stock, there may not be as many available as you want.

Items you collect during the course of a Mission go into the Five Eyes' supply of available equipment. The unit who picks up the item(s) must survive the Mission without being killed or captured, but once he does, the loot is put in the pot to be divvied out, free of charge, during the equip phases of the game.

Meanwhile, keep the rest of the Terrorists moving through the house, sweeping for and removing any hostages to the escape zone. Stop before you get to the eastern entry point, because the area right outside the entrance may be swarming with SWAT. The pesky officers may even have entered the building.

Use the windows along the eastern wall of the structure to look for SWAT guys. You can even venture out, but be prepared for a lot of gunfire. Also be prepared for Terrorists to surrender. If they do, you will get them back into the fold afte two missed missions (they jump bail).

There are three items to note:

- **Much of the more interesting equipment available during the first Mission is already in the hands of the Messengers, the game's sample Terrorist Cell. You may put this equipment back in the general stock to be given to your own Cells.**
- **This Mission is timed. Any units you leave in the building who are able-bodied and haven't been captured by the fake SWAT guys will be considered "escaped" at the end of the Mission. You don't *have* to use the escape zones in this Mission.**
- **No matter how well you do, it's still just a training Mission. Its outcome has no effect on your budget.**

What To Look For

There are no items to be retrieved in this Mission.

YOUR TEAM

The Mission can be completed successfully with only one Cell: one unit each to escort the two hostages, plus another to shoot at the cops until the Mission ends; the unit is wounded, killed, or arrested; or the unit escapes via an escape zone. You stand a better chance of getting a higher rating if you have two or three Cells, using the extra manpower to mow down all the fake officers.

Even though the Terrorist game has no provision for Sniper Cells, you should still think in terms of teams. Assemble a Cell or two of Terrorists who may be useless at just about everything (not hard to do with this motley bunch), but who have trained up to 100 percent in their skill with Sniper rifles. Deploy them as you would SWAT Sniper Elements, choosing an approved Sniper position.

SWAT

There are only four fake SWAT officers to contend with in this simulation: an Element Leader, a Scout, a Rear Guard, and an Assaulter.

TIP!

Care and Feeding of Hostages

Getting the hostages out of the area immediately is a good idea whenever possible. The longer the hostages are around (especially once the violence starts), the more likely they are to give you trouble by fighting with

(cont...)

TIP! cont....

you or running away. As *SWAT 2's* designer points out in Chapter 6, the Stockholm trait—which keeps the hostages cooperative—fluctuates depending on events. The fewer events you subject the hostages to, the less of a chance the Stockholm trait has to dip down far enough to cause dissension.

NOTE

SWAT in Terrorist Missions

In all Terrorist Missions except the first (which is a training exercise), there are both Assault Elements and Sniper Elements.

Assault Elements contain the following units, deployed in the following order:

- One Scout equipped with default gear (body armor), a Colt, an MP5, flashbangs, a mirror, a gas mask, and (optionally) a shield
- One Rear Guard equipped with default gear, a Colt, a shotgun, a shield, and a gas mask
- One Element Leader equipped with default gear, a Colt, an MP5, and a gas mask
- One Assaulter equipped with default gear, a Colt, an MP5, a Hooligan tool, a gas mask, and an EMT kit
- One Assaulter equipped with default gear, a Colt, an MP5, a battering ram, entry explosives, a gas mask, and (optionally) a shield, a gas launcher, and gas grenades

Sniper Elements contain the following units, deployed in the following order:

- One Sniper equipped with default gear, a Colt, a Sniper Rifle, and a Ghillie Suit
- One Observer equipped with default gear, a Colt, an MP5, and a Ghillie Suit

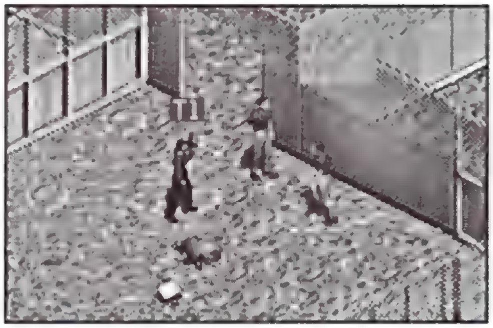


Fig. 5-3. Corralling hostages allows you to leave multiple hostages in the care of a single Terrorist. The Terrorist must keep all hostages in line-of-sight to keep them from escaping.

OTHER NPCs

- Two male "hostages" (remember, in this Mission, the hostages are being played by other Terrorists…so you'll have to forgive their attitude problems.)

CNT

There is no CNT involvement in this Mission, other than Dante's opening speech. Just as the Chief is your persona during SWAT Missions, Dante is your Terrorist persona.

Head-to-Head

The head-to-head version of this Mission includes two additional NPCs: two female hostages.

Mission 2: Trailer Park Training

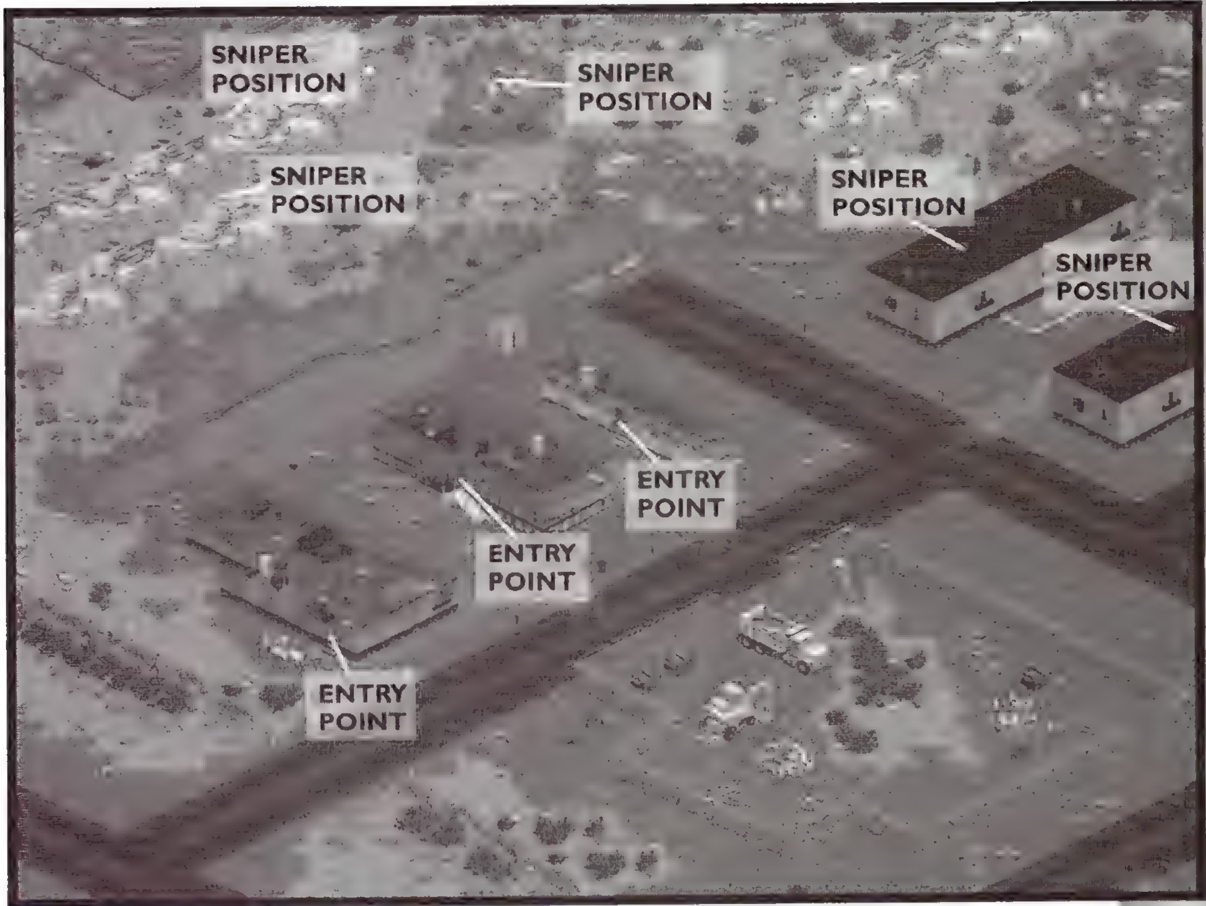

SNIPER POSITION
SNIPER POSITION
SNIPER POSITION
SNIPER POSITION
SNIPER POSITION
ENTRY POINT
ENTRY POINT
ENTRY POINT

Fig. 5-4. The Trailer Park.

What You Really Want To Do

Stealth mode is largely irrelevant to Terrorists as they have no stealth tactics. Take three Cells and split them up. Send one each into the trailers. A fourth and/or fifth Terrorist Cell made up of Snipers should be deployed immediately to the bluffs overlooking the trailer park. SWAT isn't far away.

The moment you find any NPCs, take them under your wing. Detach the Terrorist holding that NPC and immediately send him with his hostage to the nearest escape zone. Taking children is a priority.

SWAT will always show up in the same place, in the southeast corner of the map. Given that you have the advantage of access to the high ground, you should be able to cause SWAT some serious pain before retreating.

The Mission will end once each Terrorist has escaped, been captured, or been killed. Neither all hostages nor all SWAT officers need to be accounted for. The Mission will end, though, if all SWAT officers are wounded or dead.

What To Look For

Hostages are the only valuable "items" in this Mission.

YOUR TEAM

Three regular Cells and one or two Sniper Cells will be sufficient for this Mission. Additional Cells can be deployed, if you like, to the right of the trailers, to ambush SWAT. However, they're likely to get in the way. If your Snipers have the territory well blanketed, they're more likely to succeed at disabling SWAT without being hit themselves than with a direct frontal assault.

Fig. 5-5. It's not the most mature behavior in the world, but if you want to wreak some havoc, make a bomb by dropping explosives onto a propane tank.

SWAT

There are 17 SWAT officers altogether:

- Three Assault Elements
- One Sniper Element

OTHER NPCs

- One male hostage
- Two female hostages
- Two child hostages

CNT

SWAT will warn you repeatedly to send out the hostages, children first. Dante will send you a message about escaping, but you can safely escape on your own schedule if there are still officers to kill and hostages to take.

CAUTION!

Try not to let either of the child hostages get away. This is a particularly grievous sin in the (many) eyes of Basho, and you'll lose big points for each child who slips through your fingers.

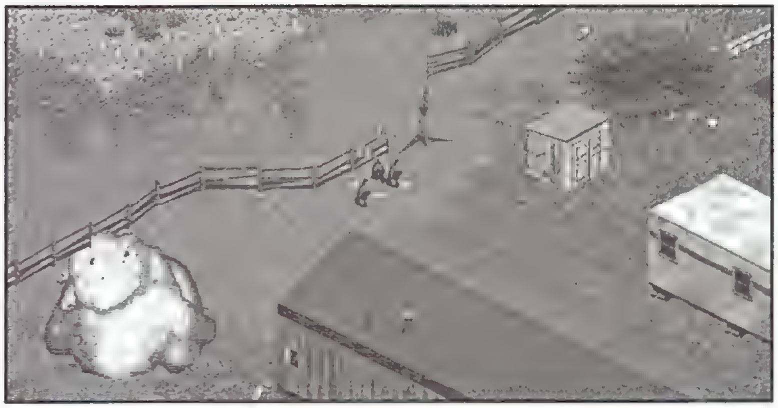


Fig. 5-6. Detonate that propane tank bomb when SWAT officers are in the immediate area. Don't try this at home or anywhere else.

Head-to-Head

There are no additional hostages or NPCs in the head-to-head version of this Mission.

Mission 3: Gangster Armory

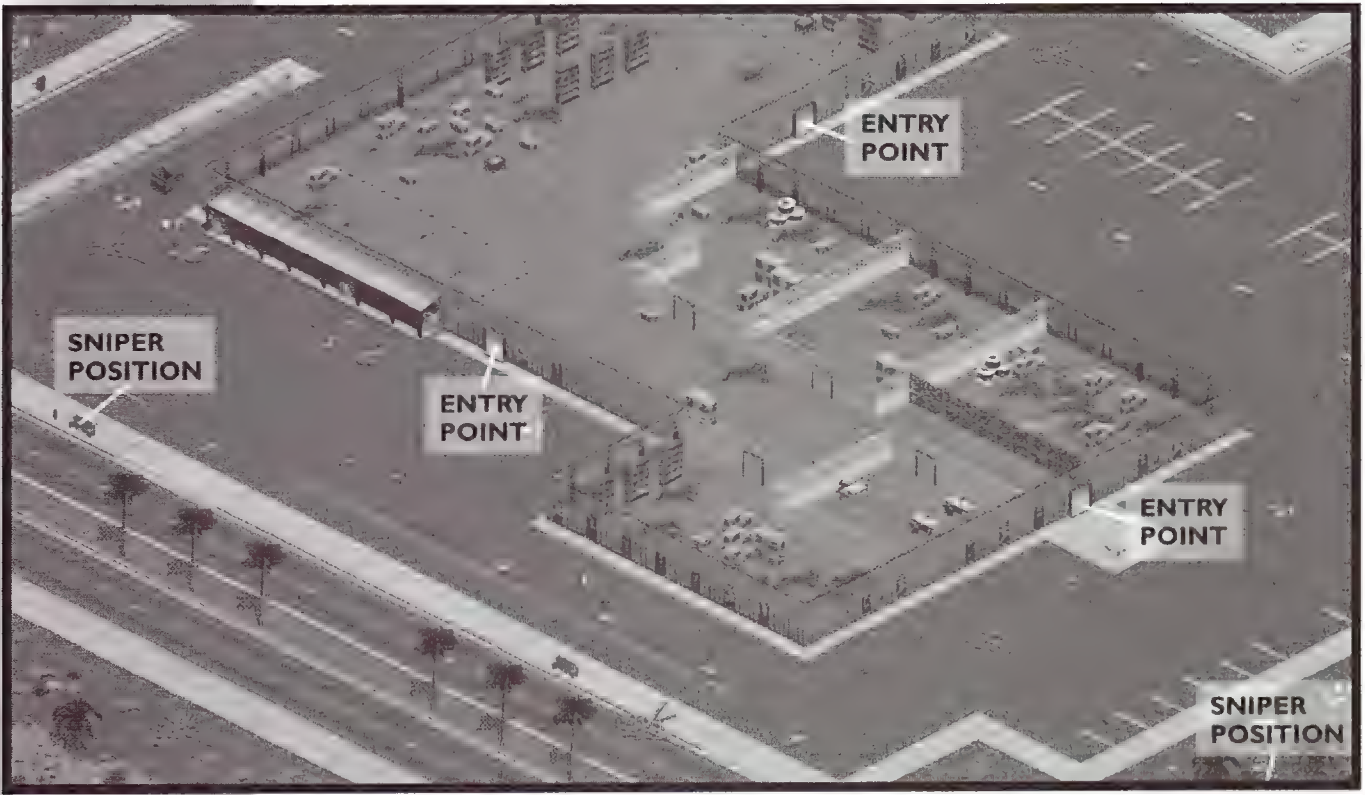

ENTRY POINT
SNIPER POSITION
ENTRY POINT
ENTRY POINT
SNIPER POSITION

Fig. 5-7. The Warehouse.

What You Really Want To Do

Go inside the warehouse, grab as many boxes of weapons as you can, and leave. On the way in and out, do away with as many cops and warehouse personnel (who are armed guards) as you can.

SWAT will arrive at the cross street in the northwest corner of the screen. The question that remains is which side of the building they'll enter first; you want to make a break for it in the opposite direction and head to the nearest escape zone. Guess wrong, and you'll be besieged by SWAT. Guess correctly, and you'll probably only have to mow down a couple of units deployed to provide containment.

If you take the east exit, run through the tear in the fence. Any Snipers you set up at the very beginning of the Mission can usually escape near their deployment positions.

Although retrieving the crates of weapons guarantees you a competent score, the way to push the score over the top is to take out a few warehouse and SWAT NPCs. The most efficient way to do this is to have each unit who picks up a crate in the building *immediately* head out of the warehouse to an escape point. Meanwhile, have other units from your Cells killing off the warehouse personnel. These NPCs will shoot back, so exercise some caution, wear your body armor, and always, always crouch.

Then, make a quick break for it. Ignore the SWAT guys as much as possible and run. Once all but a couple of your units have escaped, turn and see if you can pick off one or two more SWAT guys. But don't start sacrificing your units in droves in order to kill even more SWAT guys. You'll run out of Terrorists before SWAT runs out of officers.

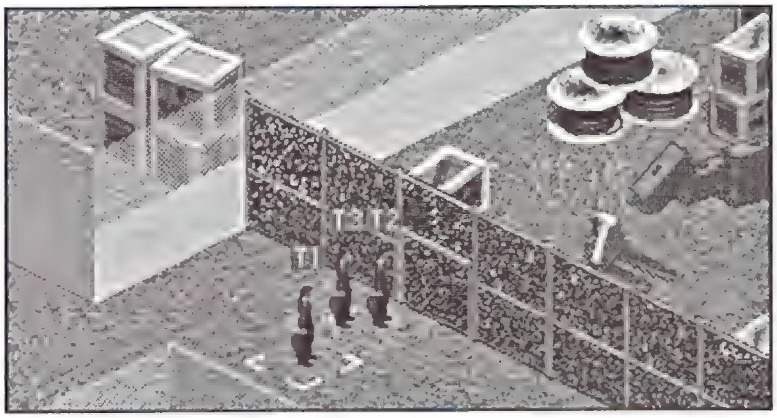


Fig. 5-8. Notice that one of the crates on the other side of the semi-transparent wall has a thin white edge? That's one of the crates of weapons you're after.

What To Look For

There are three crates of weapons stashed in various locations (that differ slightly from game to game). The crates may not be immediately obvious, but you'll find them if you explore every room. There are often two in the warehouse area in back, one at each end. Don't bother looking in the office (first door on the left as you come in the southeast entrance), weapons are never found there.

YOUR TEAM

Three Cells are fine for a quick sweep, and you do want this operation to be as swift as possible. One Cell can consist of Snipers (or can accompany the others), the other two Cells divide up the tasks of looking for crates and neutralizing warehouse workers.

SWAT

There are 15 SWAT officers altogether:

- Three SWAT Assault Elements

OTHER NPCs

- Four armed male NPCs in the warehouse

CAUTION!

Try not to finish the Mission without at least *one* crate of weapons. You'll lose points if you don't pick up at least one (that *is* the Mission's real goal). While you don't gain points for picking them up, the more crates you pick up, the more new weapons will become available for future Missions (for free).

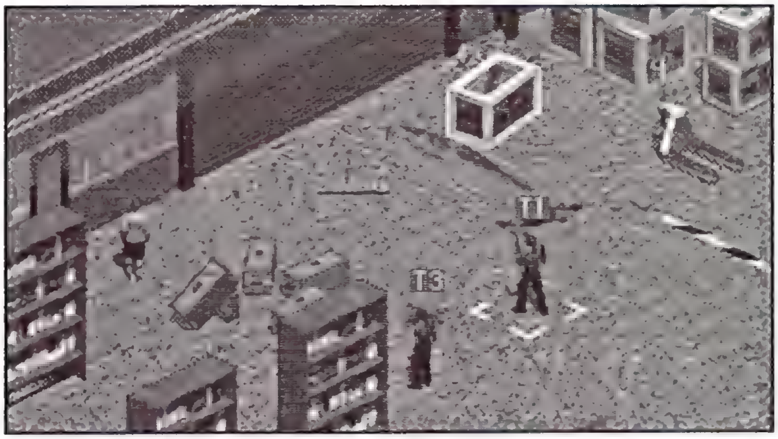


Fig. 5-9. Another crate, and a gangster-type guy on the left. Memorize that outfit, the red cap, green shirt, and black shorts. All NPCs who look like this guy are armed and dangerous.

CNT

There is no CNT involvement in this Mission.

Head-to-Head

There are no additional NPCs in the head-to-head version of this Mission.

Mission 4: Busted

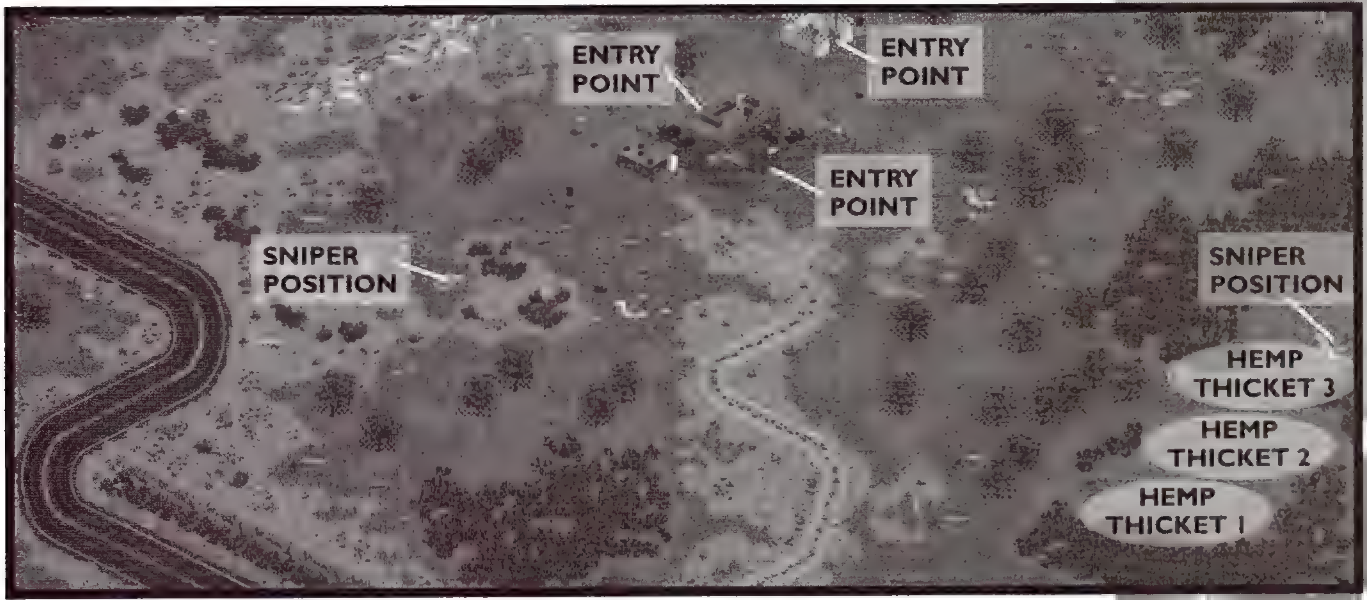

ENTRY POINT
ENTRY POINT
ENTRY POINT
SNIPER POSITION
SNIPER POSITION
HEMP THICKET 3
HEMP THICKET 2
HEMP THICKET 1

Fig. 5-10. The Pot Farm.

What You Really Want To Do

Burn down each of the three hemp thickets to satisfy Basho's pique. Grab as many hostages as you can (there are plenty) and escape with them. Kill SWAT. Don't get yourself killed in the process.

During the equip/assign phase of this Mission, take as many gas containers as there are available. (You can always sell back the ones you don't use.) While there are some to be found inside the shed during the Mission, don't count on having the time to get them. SWAT shows up right away. You'll only need a total of three, but if a Terrorist who's carrying one gets killed, injured, or cold feet, you'll be glad to have spares.

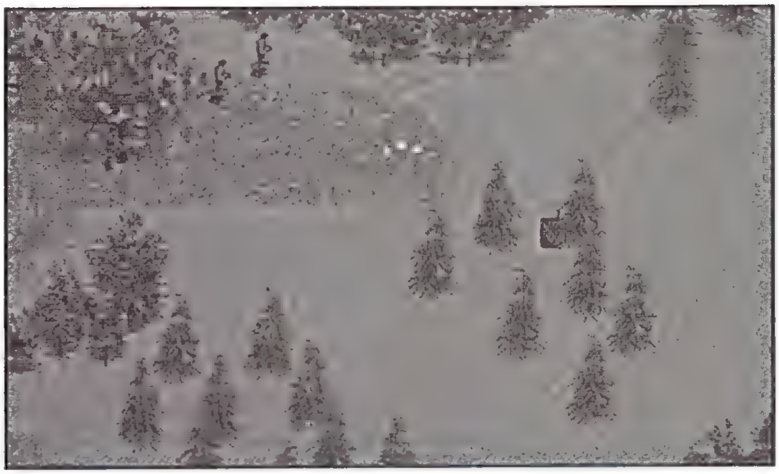


Fig. 5-11. As SWAT converges on the pot field, notice the can of gas set at random in one of the thickets.

Burn down the thickets *immediately*. To do so, drop a gasoline can next to any one of the plants. Step back a few tiles and shoot the gas can with your handgun. The flames from one burning plant in each thicket will spread enough to consume all the plants in that thicket.

One Cell can thus handle all the pot plants (one unit per thicket), provided SWAT doesn't interfere. Another Cell or two can set booby traps, grab hostages (running for the border each time a hostage is successfully taken), and shoot at the officers.

As in other Missions, the specific goal is foremost. Basho will never be happy unless all the pot plants are destroyed—a goal which, it seems, should be shared by SWAT. So, although the plants should be destroyed at all costs, a high volume of hostages taken (and escaped with!) and officers killed will make a "Competent" score "Electrifying."

Be aware that a mistake while setting a booby trap or explosive can do major damage to your score. If you're in doubt about your ability to deploy them, don't even try.

Because of the terrain, this is an ideal Mission for evacuating all but two or three units, left behind to take out as many additional SWAT officers as possible. Clean up enough of them, and you can then use those few remaining units to sweep for uncollected hostages.

What To Look For

There is a can of gasoline in the shed. Whatever you don't use can be added back to the available equipment.

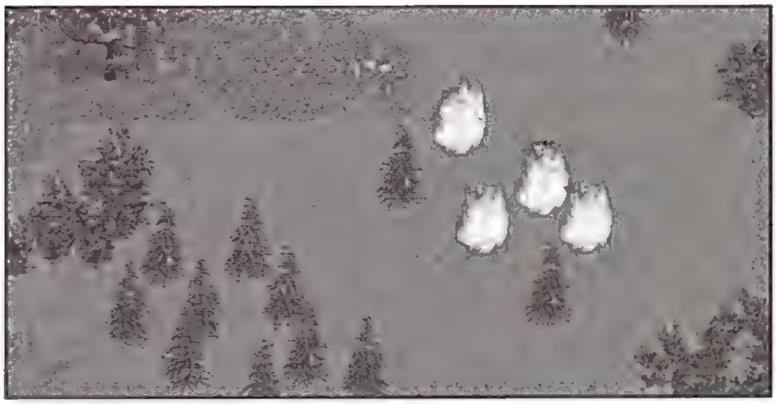


Fig. 5-12. The can was shot with a gun, and now the fields are on fire. I wonder what happens if you wander close to the burning plants without wearing a gas mask?

YOUR TEAM

Three Cells will be sufficient, although you could add an extra Cell of Snipers. The sniping locations aren't very satisfactory, but again, if you kill more officers than officers kill Terrorists, you're doing well.

SWAT

There are 17 SWAT officers altogether:

- Three SWAT Assault Elements
- One SWAT Sniper Element

OTHER NPCs

- Two female hostages
- Three child hostages

CNT

There is no CNT involvement in this Mission.

Head-to-Head

There are no additional hostages in the head-to-head version of this Mission.

Mission 5: Hospital Takeover

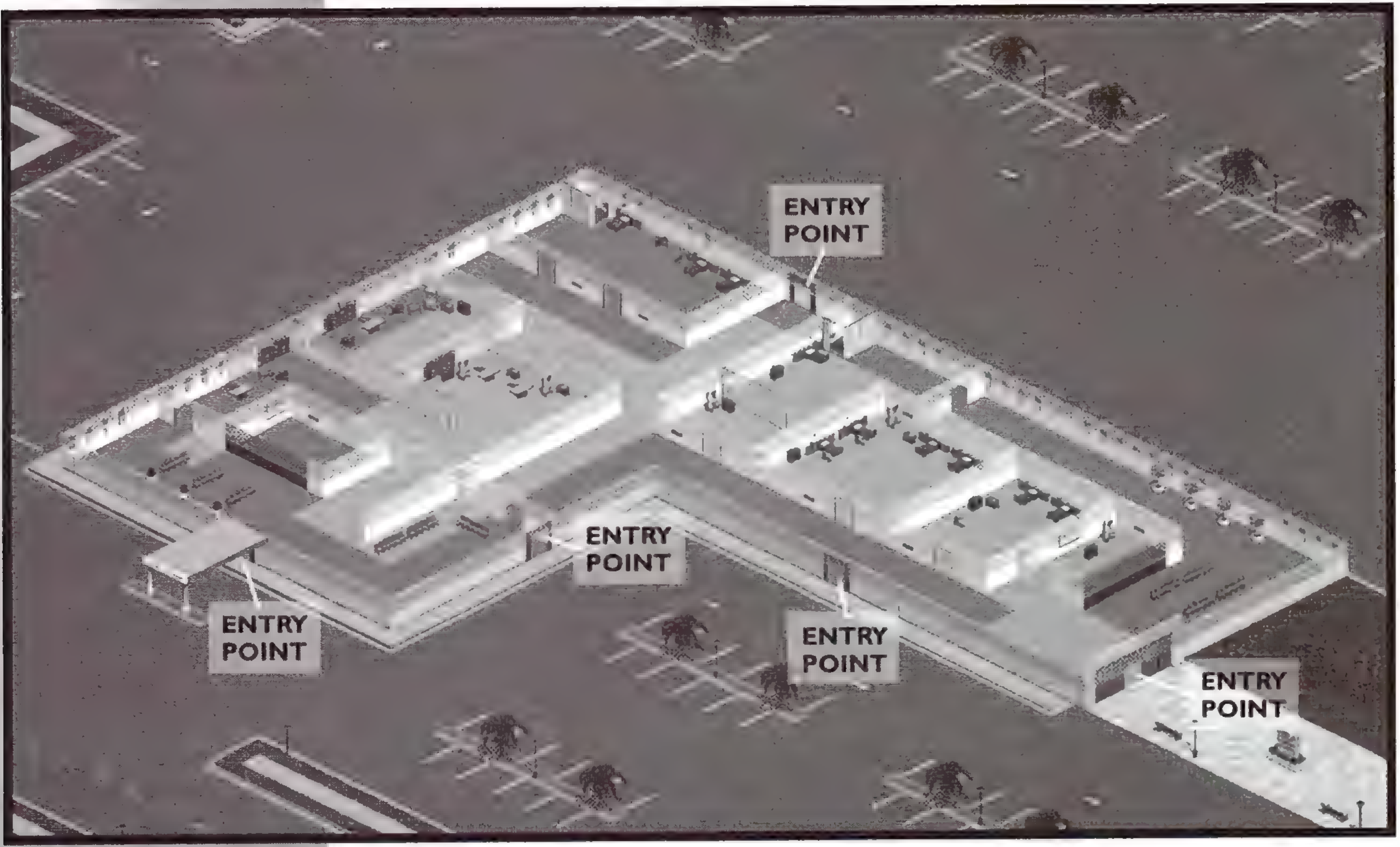

ENTRY POINT
ENTRY POINT
ENTRY POINT
ENTRY POINT
ENTRY POINT

Fig. 5-13. The Hospital.

What You Really Want To Do

Go in, find a doctor, get him to treat the child who was (inevitably) wounded in the previous Mission. Also fend off the police long enough to escape with as many hostages as you can.

At the very outset, turn down the speed of the game and turn off stealth movement. Have somebody grab the child walking right next to you outside the entrance to the hospital. That's the child you want to have with you corralled in the same room as the doctor.

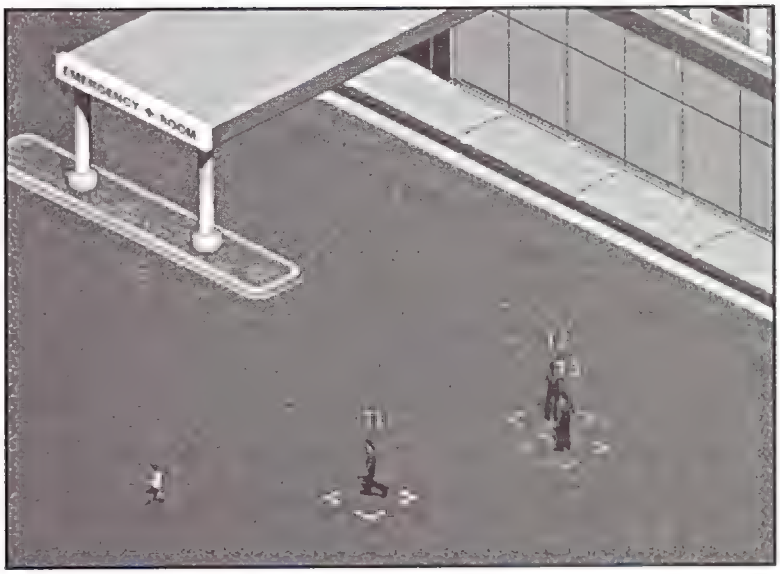


Fig. 5-14. Here's the child you need to protect at all costs. Basho will be livid if she's hurt.

This is your first really large-scale operation, and it's made quite difficult by the number of hostages involved and the number of exits to the hospital. You'll want to devote three Cells simply to guarding the exits. Concentrate them on the main entrance, but it's a good idea to have at least one person deployed and crouching by the other exits as well. You'll have one security guard to deal with. Don't try to sway him over to the Dark Side.

Identifying and finding a doctor may be difficult. There are two men who are identically dressed in white lab coats; one of these is a male nurse, one is the doctor. The male nurse is the one who shouts, "We're trying to run an ER here!" There is also one female doctor.

Fig. 5-15. One of the two white-robed NPCs in the Mission is a doctor. Corral them both, bring the child in, and you're halfway through.

You'll get a major boost to your score if you succeed at the main goal: to have the child treated. Everything else is, of course, secondary.

Once you've put the child in the room with the doctor and "corralled" them, you can run for it. The quickest escape route is out the door on the eastern side of the building; since there's an escape zone just a few paces away, you don't have long to run. However, SWAT's Snipers are covering that area, so stick close to the hostages. Your hostages aren't shields (SWAT Snipers are *good* shots), but they may offer some protection.

CAUTION!

Try not to let the child be injured or killed. You'll definitely lose points, whereas you lose no points for the deaths of other NPCs.

What To Look For

There are no objects to be recovered.

YOUR TEAM

You should put together three to six Cells for this Mission. There are no Sniper positions, so leave the Snipers at home or equip them with the LR 300.

SWAT

There are 14 SWAT officers total:

- Two Assault Elements
- Two Sniper Elements

OTHER NPCs

- Four male hostages (one doctor, one nurse, two patients)
- Four female hostages (one doctor, two nurses, one patient)
- One male security guard
- One child hostage

CNT

CNT does not have too much to do in this Mission, but there are some fine points. Negotiating for food may earn you some sympathy and cooperation from the hostages. Forget about money and vehicles.

Head-to-Head

There are no additional NPCs in the head-to-head version of this Mission.

Mission 6: Kidnapping Tammany

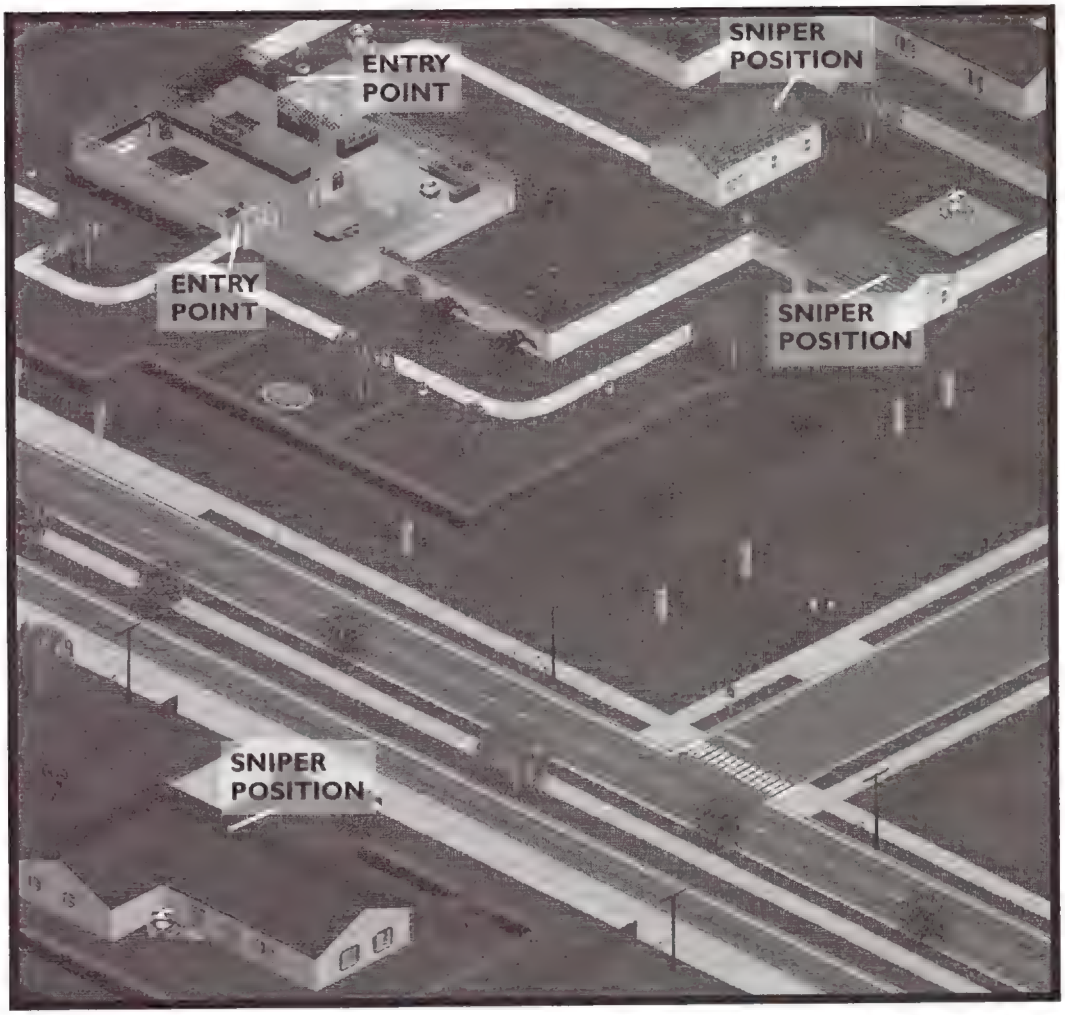

ENTRY POINT
SNIPER POSITION
ENTRY POINT
SNIPER POSITION
SNIPER POSITION

Fig. 5-16. Tammany's House.

What You Really Want To Do

This can be a hellishly difficult Mission. The biggest obstacle is the lack of exits: even going out the back door means winding up just a few yards from the front door. SWAT shows up in force and easily controls the perimeter, making it a real deathtrap for Terrorists. Moreover, the large number of windows in the house makes your units easy targets for SWAT.

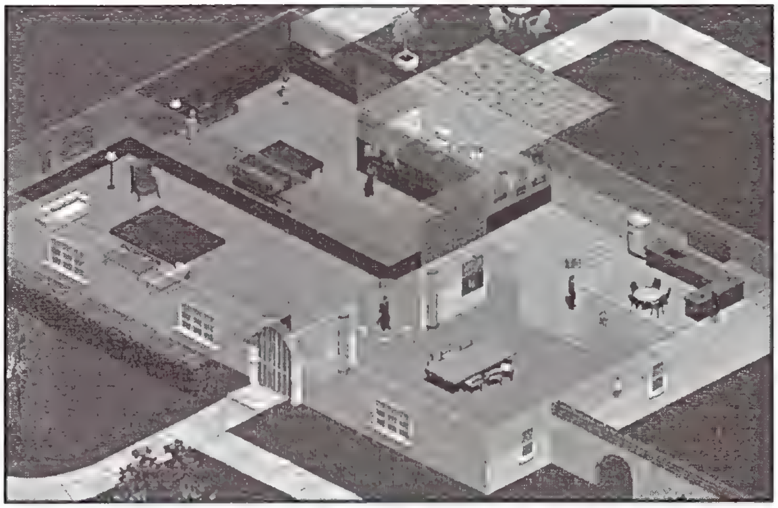


Fig. 5-17. The whole Tammany household in a rare family portrait: Tammany and his wife in the kitchen, the maid and servant in the bedroom, and Tammany Junior in front of one of the dining room windows.

Then again, the Mission can be a piece of cake if you simply load up on your very best Snipers and deploy them generously. Take another Cell or two and go into the house; head into the bedroom in back to stay out of the line of fire. (If you can shepherd all the NPCs into the bedroom with you, so much the better.) Meanwhile, use your Snipers to wipe out the entire SWAT contingent.

Once you've completely decimated the SWAT forces, you can take your time leading the hostages out of the building one at a time. Leave your Snipers in place until you're finished leading the other Cells and their hostages, if any, to the escape zones. Let your Snipers take the van once they're ready to descend from their posts.

Tammany will almost certainly give you trouble. If you fight with him, make sure your knife isn't selected. You don't want to kill him. No matter how well you do mowing down the officers, if you don't leave with Tammany in custody, the campaign ends here.

What To Look For

There are no objects to be retrieved.

YOUR TEAM

Two Cells can achieve Electrifying results: one Cell of Snipers *only*, divided up and deployed to each of the three locations; and three non-Sniper Terrorists.

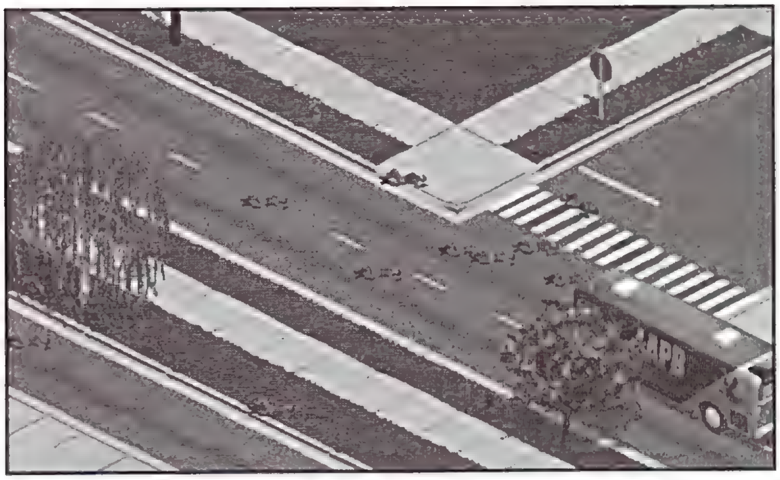


Fig. 5-18. A dozen SWAT casualties, courtesy of one Sniper Cell divided amongst three locations.

SWAT

Nineteen, count 'em, 19 SWAT units:

- Three Assault Elements
- Two Sniper Elements

OTHER NPCs

- Two male hostages (Tammany and his servant)
- Two female hostages (Tammany's wife and her servant)
- One child hostage

CNT

CNT can be used as a delaying tactic, but chances are that if you allow SWAT to get that far, your Snipers haven't been doing their jobs.

Head-to-Head

There are no additional NPCs in the head-to-head version of the Mission.

Mission 7: Ransom

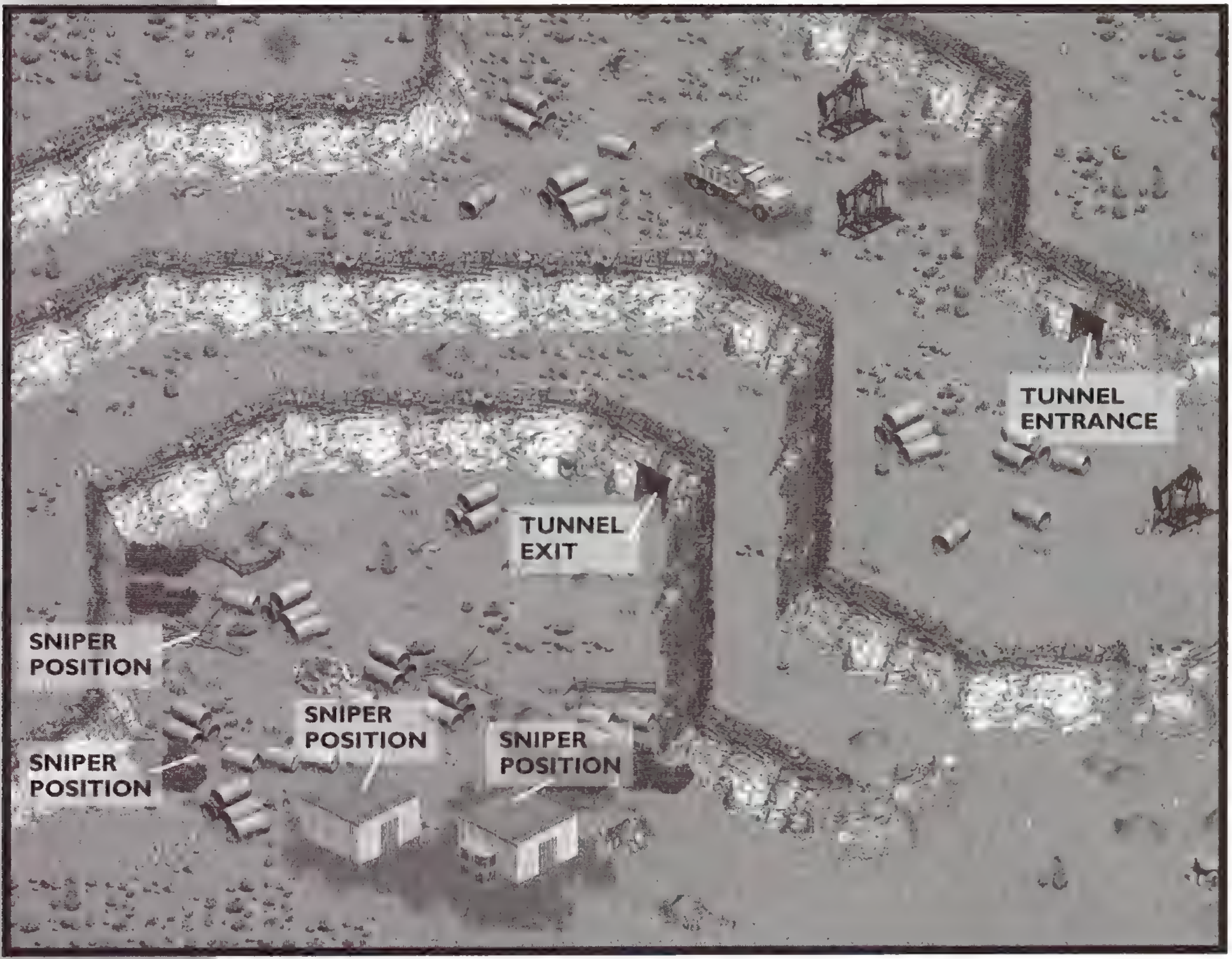

TUNNEL ENTRANCE
TUNNEL EXIT
SNIPER POSITION
SNIPER POSITION
SNIPER POSITION
SNIPER POSITION

Fig. 5-19. The Quarry.

What You Really Want To Do

SWAT appears to have all the advantages here. The Terrorist Sniper locations are terribly weak; SWAT approaches from above. The tunnel is more often a trap than an escape route.

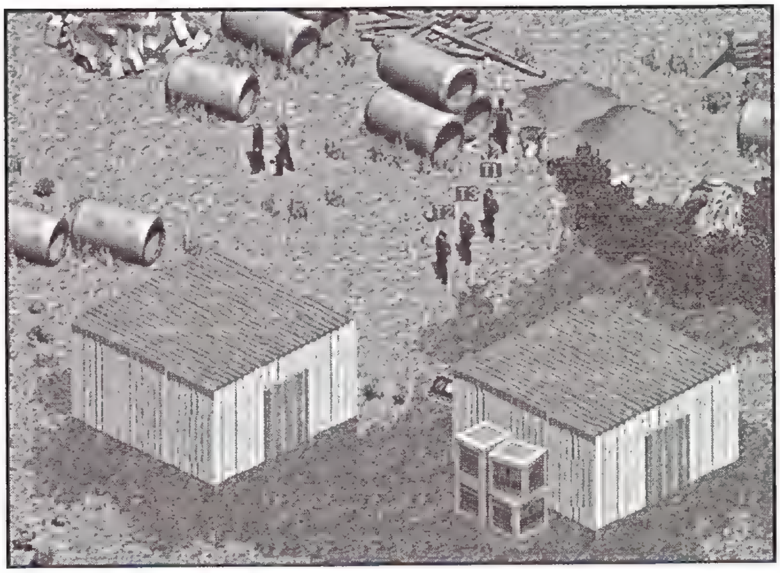


Fig. 5-20. Here, Tammany is being led away by a scout, and the videotape is peeking around behind the right-hand shed.

The first step to an Electrifying rating is to turn the game's speed down to its lowest setting (a single notch) the moment the Mission starts. Because the entire Five Eyes campaign ends if you don't escape with either the videotape or Tammany himself, and since Tammany fights back sometimes while the videotape doesn't, go for the tape. Detach a unit, have him find the videotape (which lies on the ground nearby; he may have to walk around a bit to spot it), have him pick it up and then leave via an escape zone. This ensures that no matter what kind of bloodbath occurs next, the campaign can continue.

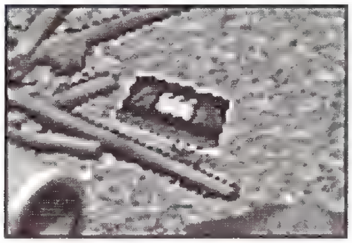


Fig. 5-21. The videotape of Tammany—it's even better than the real thing.

Okay, at a crawl, one Terrorist is going for that videotape. When he picks it up, click on the nearest escape zone and forget about him. Next, immediately deploy a Cell of Snipers.

As the Snipers are getting into position, SWAT will probably have shown up and begun their march down the right side of the map.

(I've never observed them taking the tunnel; there's a good reason for that!) The Snipers ought to be able to pick off every officer, including the K9, before they get far. Not all officers will be visible at first; after the initial wave, stragglers will appear.

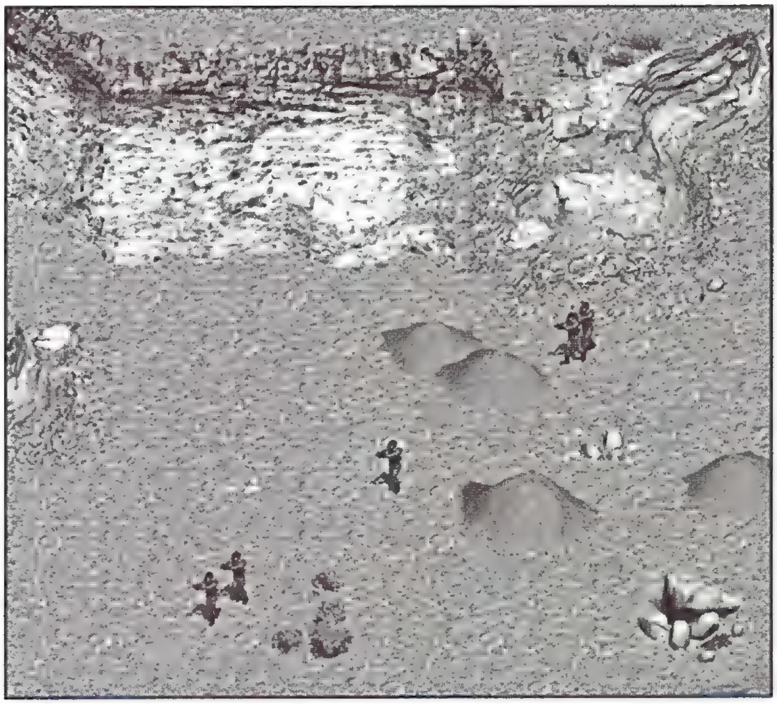


Fig 5-22. SWAT will descend en masse along the right side of the quarry. Unless you're able to negotiate a trade of money for Tammany.

During any lull in the shooting, take Tammany into custody. If you're doing well against the SWAT troops, don't try to take Tammany to an escape zone, which might put him in the line of fire. Instead, just wait out the firefight.

The Mission ends when all the officers have been neutralized, or when all the Terrorists leave, whichever occurs first. As long as Tammany is in your custody when the Mission ends, you'll still get credit for "Terrorist Escapes with Hostage."

What To Look For

The videotape is the only item to be picked up in this Mission.

YOUR TEAM

Three Cells are plenty to achieve Electrifying results. One Cell should be made up of Snipers.

SWAT

Nineteen SWAT guys will come after you, 20 if you count the dog (though this dog is worth less points):

- Three Assault Elements
- Two Sniper Elements

OTHER NPCs

- One male hostage (Tammany)

CNT

There is possible CNT involvement in this Mission. Players can earn the usual two points for negotiating food, money, or a vehicle. Ransom money means big bucks for your coffers.

Head-to-Head

There are no additional NPCs added to the head-to-head version of this Mission.

Mission 8: TV Station

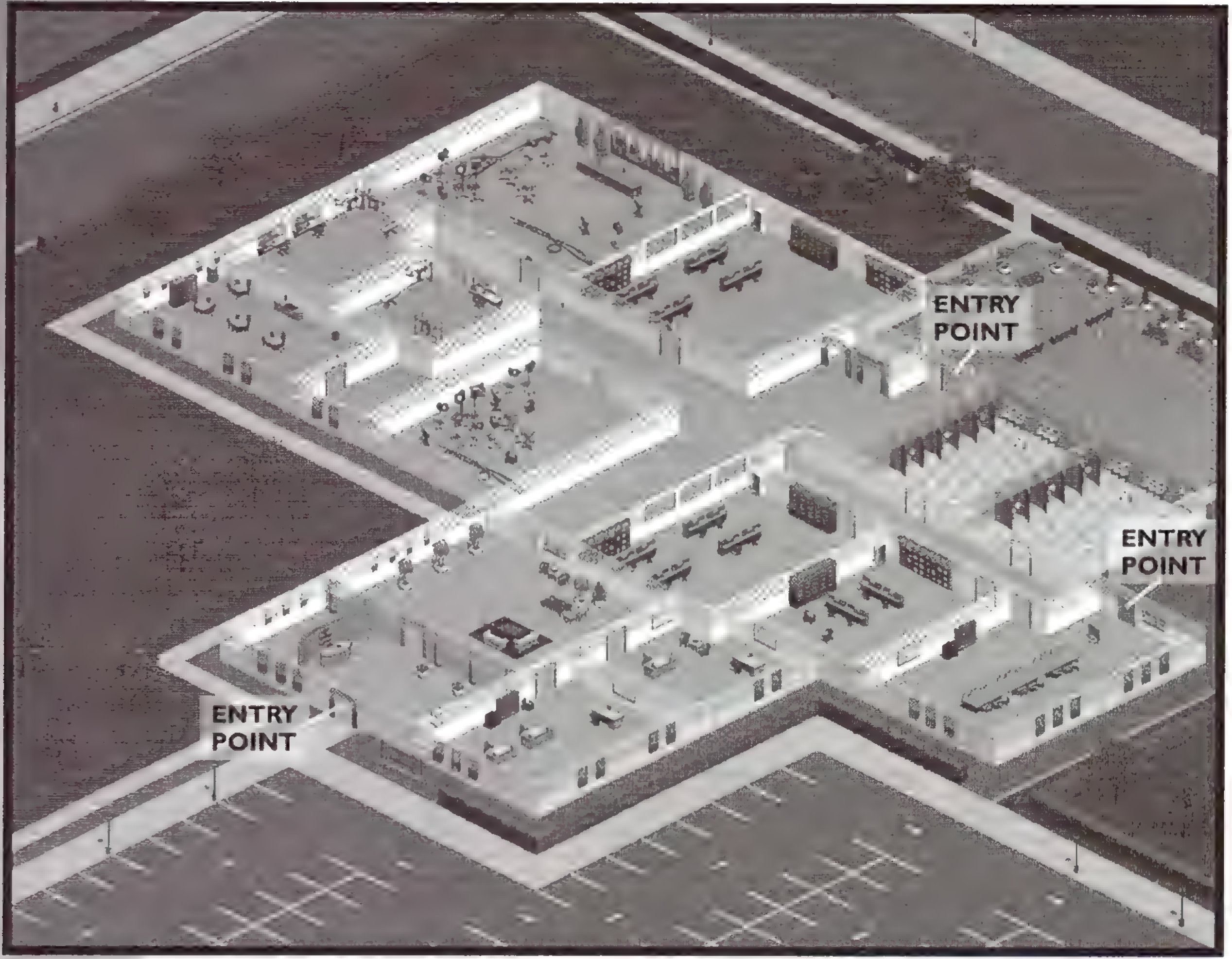


Fig. 5-23. Station KUSH.

What You Really Want To Do

First, understand that this is another make-or-break Mission. Blow it and the Five Eyes campaign becomes just another sidebar in the Terrorist-Year-In-Review issue of *Soldier of Fortune.*

Turn down the gameplay speed and take several Cells with you: three is fine, four is better. Don't bring Snipers, there are no Sniper positions for Terrorists.

The moment you get into the building, fan out. The most troublesome part of this Mission is locating the Station Manager, a man in a business suit (not to be confused with the local anchorman, also in a business suit). You'll also need one other hostage, although of course you want as many as you can find. Don't try to take the Security Guard hostage.

You may want to have a unit or two set some booby traps by the front and side doors. They probably won't be needed, but it's certainly a good early warning system. There is no escape zone by the side door, so avoid it in favor of the back door.

Your first Terrorist (first unit of first Cell) will be carrying the videotape. Click the tape on the Station Manager once you find him, and he'll refuse to cooperate. Bring one of the hostages into the same room if you haven't done so already, and execute the hostage. Simply beating the hostage up won't suffice. Click the videotape on the Station Manager again, and he'll take the tape and consent to broadcast it. Let him go, and he'll head to the broadcast room to the right of the large studio in the northwest corner. You'll actually hear the tape play once he gets there.

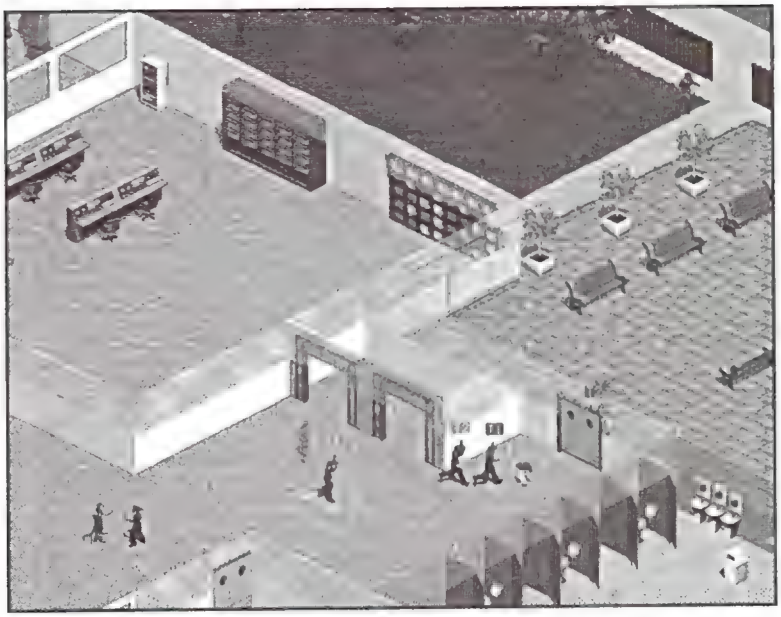


Fig. 5-24. If you're going to shoot a hostage, you might want to lead the rest of the hostages out of the room, or out of the building. They'll become less cooperative if they see you committing violent acts against one of their number.

Your job is really done here, unless you want to do the usual cleanup: take hostages, sway them if possible, and kill off as many law enforcement officers as you can as you leave. Escaping out the back door (by the patio) is usually safe. Head for the escape zone at the top of the screen.

SWAT officers will converge as you escape, usually from the west. They're generally stuck behind the south side of the fence, so you should be able to beat them to the opening and make it across the street to the escape zone. If you crouch near there, you may be able to pick off a good number of SWAT units before completing your escape.

CAUTION!

Try not to leave the station without making the Station Manager play the tape. That's the main goal of this Mission, so once again it's better to lose lives in pursuit of the goal than to report to Basho with your tail between your legs.

What To Look For

There are no objects to be recovered during this Mission.

YOUR TEAM

Three or four regular Cells are sufficient. Do not include Snipers.

Fig. 5-25. This stinks for the Five Eyes, but it's sure to be a grest made-for-TV movie.

SWAT

There are 17 SWAT officers, as follows:

- Three Assault Elements
- One Sniper Element

OTHER NPCs

- Three male hostages (one station manager, one broadcaster, one staff member)
- Three female hostages (one broadcaster, one staff member, one security guard)

CNT

There is possible CNT involvement in this Mission. Players can earn the usual two points for negotiating for food, money, or a vehicle.

Head-to-Head

There are no additional NPCs in the head-to-head version of this Mission.

Mission 9: Valley Vigilantes

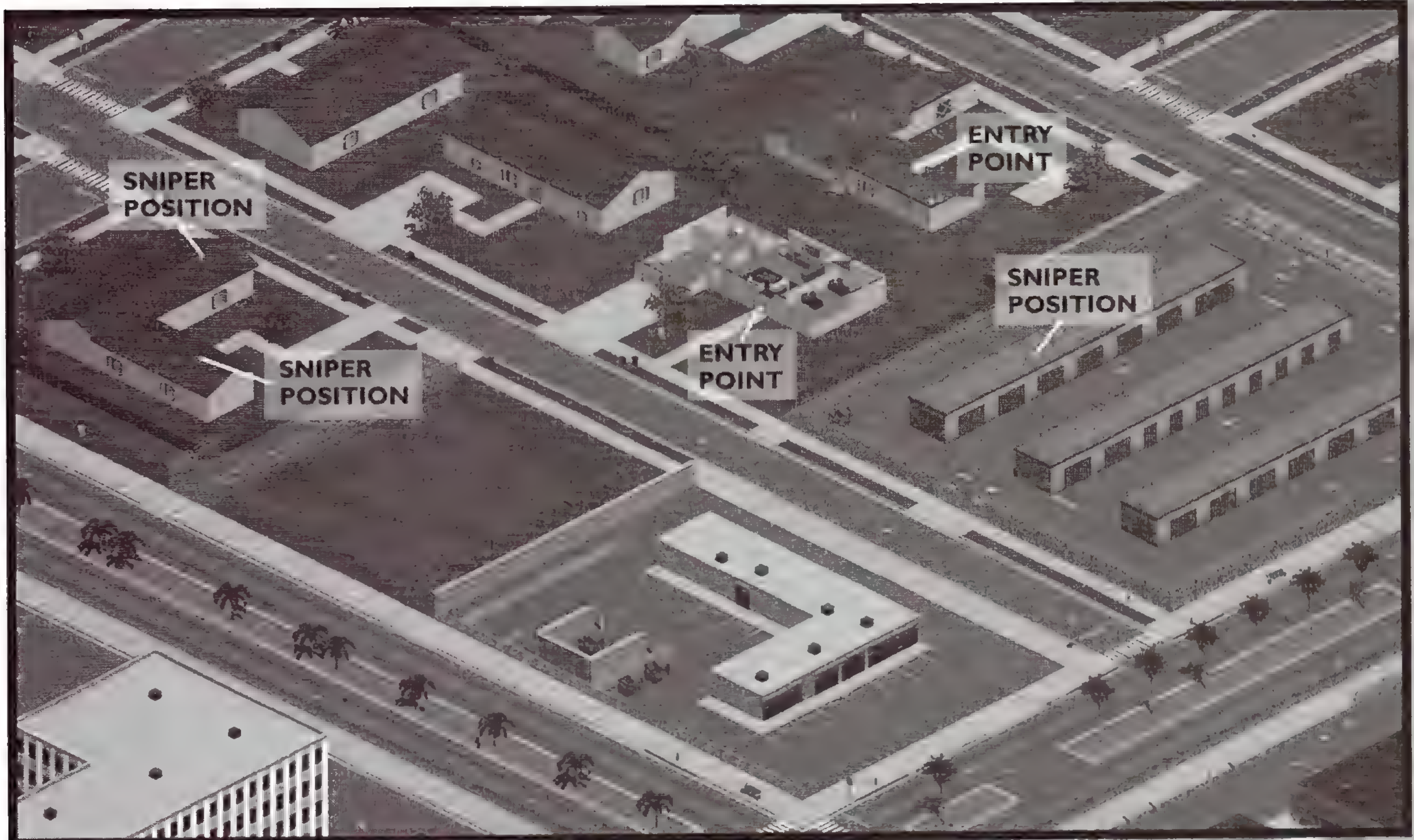

SNIPER POSITION
ENTRY POINT
SNIPER POSITION
ENTRY POINT
SNIPER POSITION

Fig. 5-26. Skank HQ.

What You Really Want To Do

At first, don't worry about SWAT showing up. You'll have your hands full with the Skanks, who don't play by the rules...just like you. Eliminating the gang and its leader is top priority, even above killing SWAT.

There are a couple of poor Sniper positions, but it's worth taking advantage of them anyway because so many Skanks are in view.

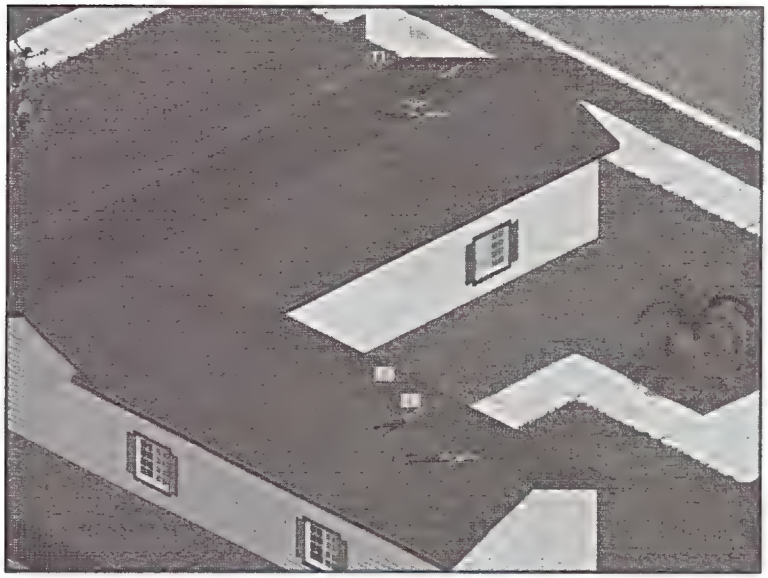


Fig. 5-27. These Snipers (and other ones deployed to the east) can neutralize all the out-of-doors Skanks. Your non-Snipers will have to siege the crack house.

The Skanks are all armed (notice their orange appearance in the Overview map). Very few of them will come with you quietly. Don't bother giving them pamphlets.

Expect to find about six NPCs in the crack house: two in the front room, one each in the next two rooms, and two more holed up with the weapons in the innermost room. Sometimes the NPCs will be visible and it will seem that there are only one or two NPCs in the house; that's deceptive. Those are merely the NPCs you can see through the windows.

The crack house is a succession of ambushes. To keep the final room from becoming a very bad scene: enter the first room (the one with the front door). Shoot or take into the custody the two NPCs you'll find in that room. Leave a unit in the room.

Take another unit, this one with an automatic weapon. Have him stand against the side of the building, just to the side of the boarded-up window that faces the tree in the front yard. You'll be able to see the two NPCs in that final room, as long as there's a unit in the building (so that the roof is transparent).

Now you can have the unit standing next to the window quickly walk in front of the window and shoot the NPCs inside the room.

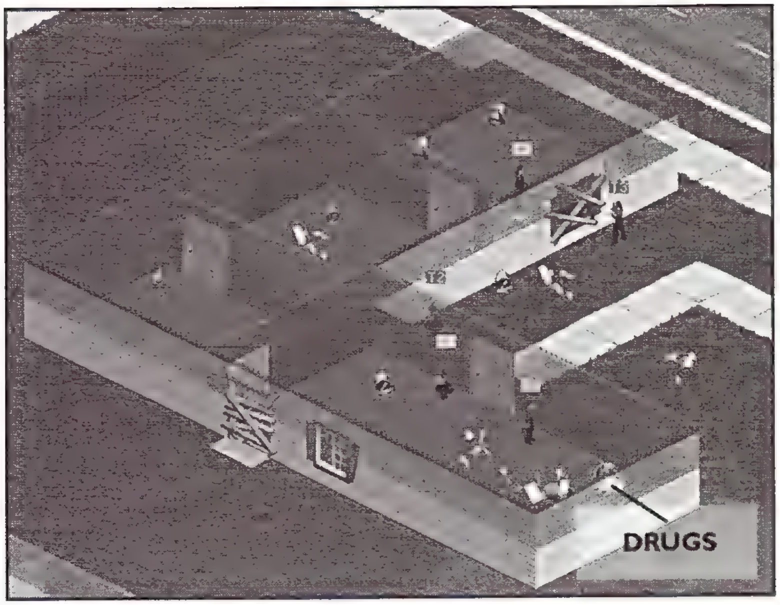


Fig. 5-28. A clean sweep. The T3 stepped in front of the window and blew away the two that were waiting. The T2 found and retrieved the weapon in the last room, and notice the bag of drugs sitting in the first room.

Don't forget to send a unit into the "occupied" house, the one just south of the crack house.

Look out for SWAT showing up. Your Snipers give some cover, but make short work of the Skanks and Basho will be pleased. Of course, a few dead SWAT officers never hurts your score.

What To Look For

There's quite a bit of boodle to be found. Much of it will be found in the occupied house, not the crack house; be sure to search it carefully (especially the bedroom).

- One bag of drugs
- Two automatic weapons
- One pile of money

YOUR TEAM

Five Cells total are adequate. There are ample positions for Snipers, so two Sniper Cells (divided) and three regular Cells are the right mix.

CAUTION!

Try not to let the lead Skank get away.

Unfortunately, the Skanks are so violent that at first you'll have a difficult time identifying the lead Skank; you'll be too busy shooting. However, he's the one who issues a challenge. You'll lose a hefty amount of points if you let him slip through your fingers.

SWAT

The appearance of SWAT on the scene can make this Mission a nightmare.

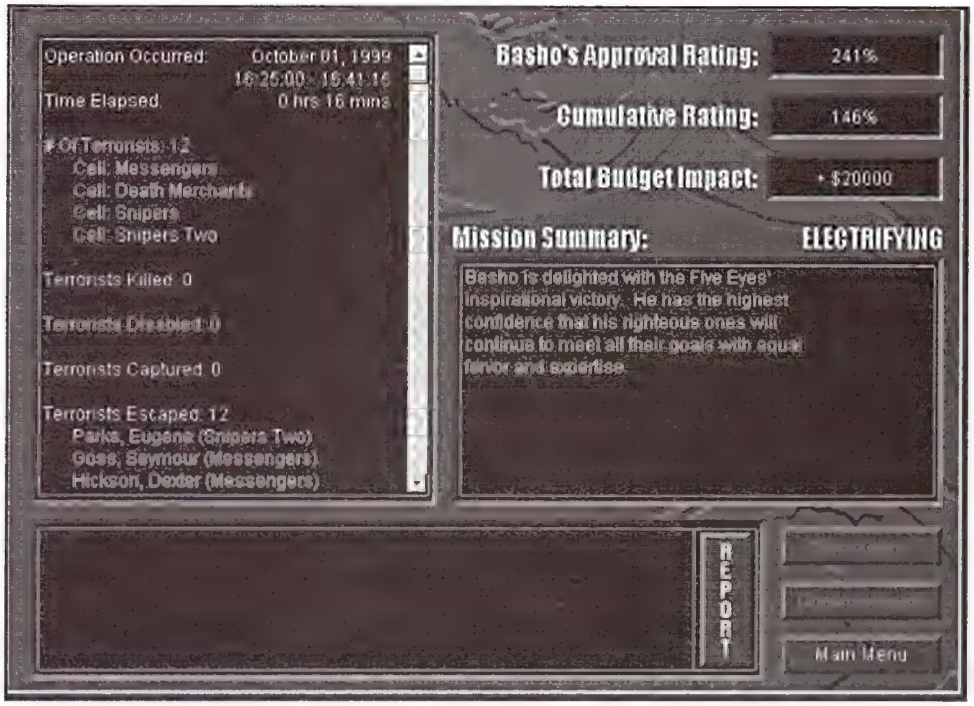
- Three Assault Elements
- One Sniper Element

OTHER NPCs

- Nine male Skanks (armed)
- Three female Skanks (armed)

CNT

There is no CNT in this Mission.



Operation Occurred: October 01, 1999
16:25:00 - 16:41:16
Time Elapsed: 0 hrs 16 mins

Of Terrorists: 12
Cell: Messengers
Cell: Death Merchants
Cell: Snipers
Cell: Snipers Two

Terrorists Killed: 0

Terrorists Disabled: 0

Terrorists Captured: 0

Terrorists Escaped: 12
Parks, Eugene (Snipers Two)
Goss, Seymour (Messengers)
Hickson, Dexter (Messengers)

Basho's Approval Rating: 241%
Cumulative Rating: 146%
Total Budget Impact: + $20000

Mission Summary: ELECTRIFYING

Basho is delighted with the Five Eyes' inspirational victory. He has the highest confidence that his righteous ones will continue to meet all their goals with equal fervor and expertise.

Fig. 5-29. Eat my dust. This was for a clean kill of every Skank (and even a few intruding SWAT guys, whom I was not expecting!) in the Mission. We took no hostages.

Head-to-Head

There are no additional NPCs in the head-to-head version of this game.

Mission 10: College Recruitment

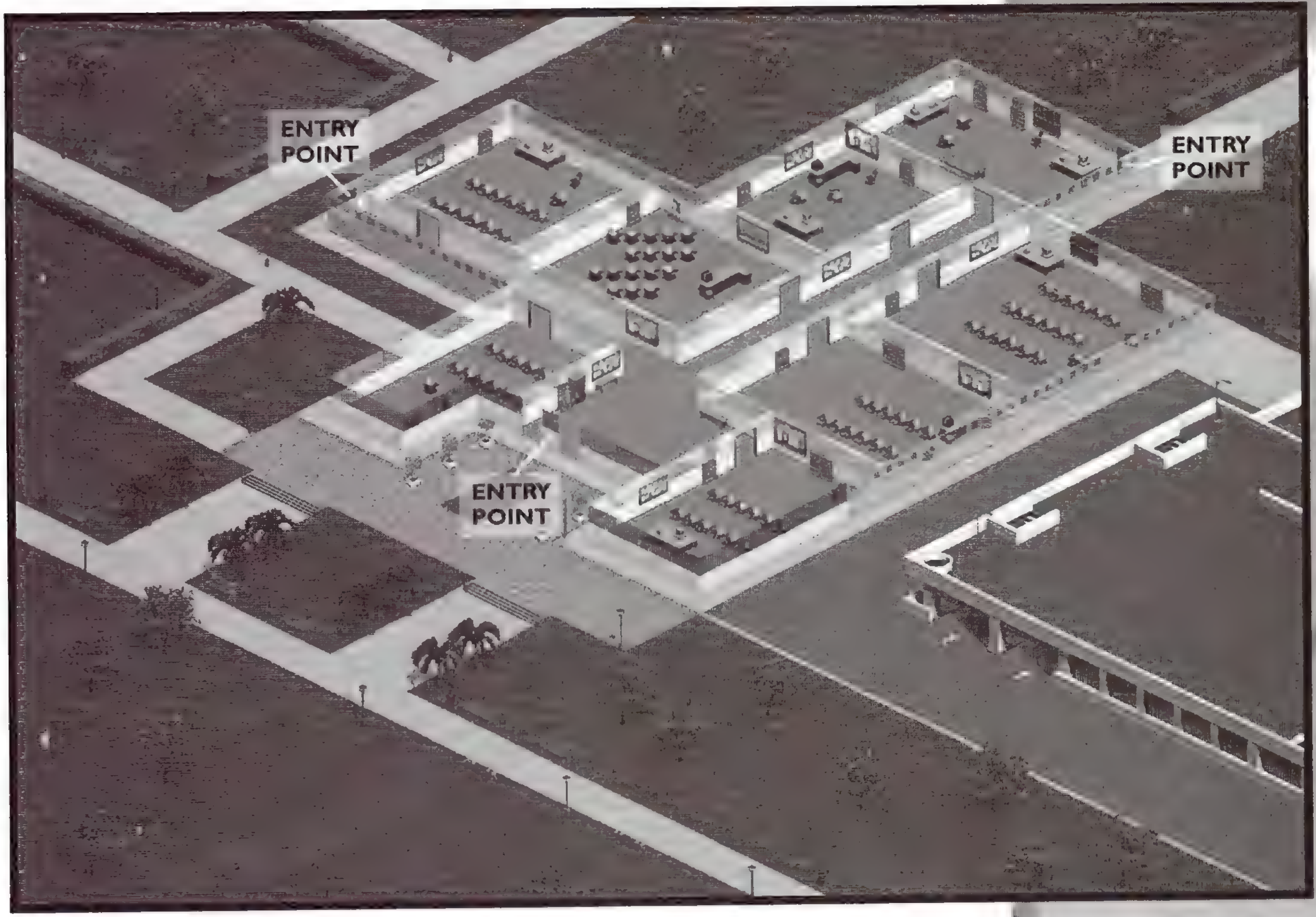


Fig. 5-30. The College.

What You Really Want To Do

For once, you want as little bloodshed as possible. This Mission is a sweep for hostages and recruits. While the manual suggests that you don't have to leave with the hostages in order to recruit them, if you want an Electrifying score, you'll have to try for as many actual hostages as possible.

Turn down the speed if you want; giving individual commands to 15 Terrorists at once can get dizzying. Send each Cell into a different classroom. Inside the classroom, have each Cell distribute its pamphlets. Then begin to take hostages.

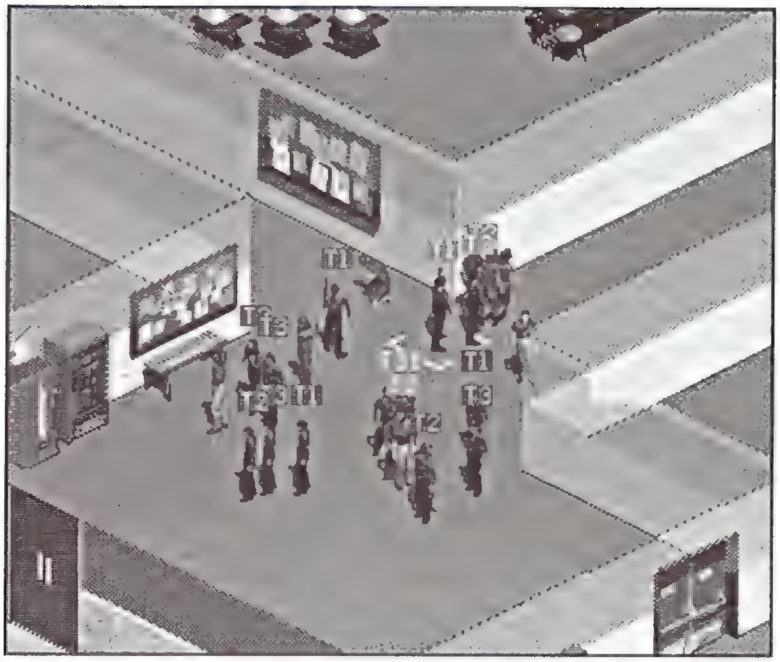


Fig. 5-31. Five Cells have just entered the lobby, and already it feels like Orientation Day.

You may decide to take as hostages those NPCs who accepted pamphlets. This is the safe route. They're more likely to accompany you. On the other hand, those who accept pamphlets may (as the manual points out) show up for recruitment even *without* being held hostage. So if you want to take a greater risk with a greater potential payoff, take the non-pamphlet-readers hostage. But don't fight with anybody about joining; only take the people who go along without giving you trouble.

SWAT will contact you and tell you that the building's surrounded. Well, that's true, but it's far from an airtight containment perimeter. Forget hot-wiring cars, just make a break for the escape zone. Send a unit to scout the area outside the westernmost exit; it'll either be crawling with SWAT, or not. If it's not, send out all the units massed together for the escape zone just a few paces to the north. If the western exit looks too congested with officers, try the back door. (It may be a little difficult to see, but it's there.) From that door, 15 tightly packed Terrorists and their hostages can make it to the escape zone very quickly. Stay on the sidewalk, which gives you the hedge as partial protection between yourselves and any SWAT guys coming from the west. With great luck, you won't encounter any at all; with ordinary luck, two or three. Shoot them if you want, or just hustle your people out of there.

What To Look For

There are no objects to be retrieved in this Mission.

YOUR TEAM

Five three-man Cells are the limit, so that's what you should take. Don't bother giving them any fancy equipment like grenades, booby traps, or dynamite. Likewise, don't bother with Snipers (there are no Sniper positions anyway). Your primary weapon is the pamphlet, which all units are given automatically at the start of a Mission. Beyond that, body armor and the basic handgun and automatic weapon are all you want, just in case.

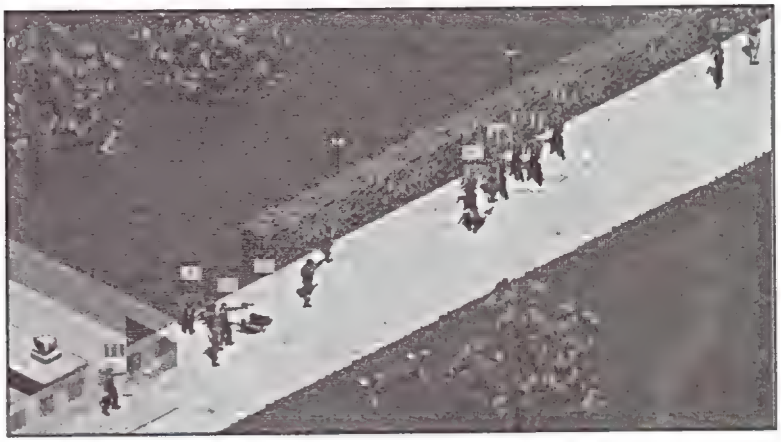


Fig. 5-32. SWAT breaks up the march to freedom with more than a dozen hostages.

SWAT

It's a new record: 20 Swat Officers!

- Four Assault Elements

OTHER NPCs

- 12 male hostages
- 12 female hostages

CNT

CNT asks for the students to emerge from their classrooms. Some will, unless you've brilliantly managed to take every single

CAUTION!

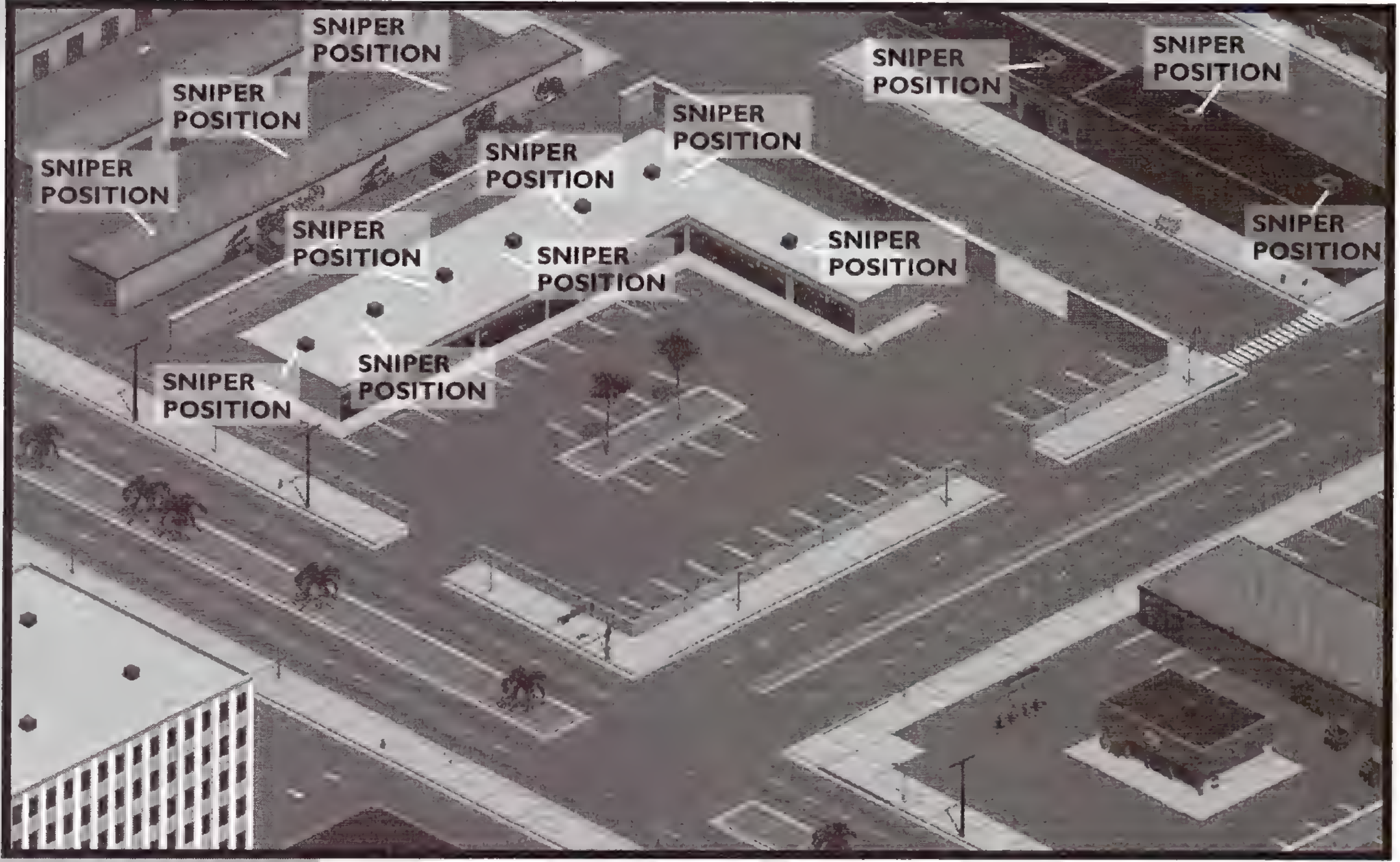
Try not to leave without recruiting at least three hostages, or you'll feel the wrath of Basho.

one of them hostage. I never had to release any to prevent SWAT from making a Dynamic Entry.

Head-to-Head

There are no additional NPCs in the head-to-head version of this Mission.

Mission 11: Loot, Shoot, and Recruit


SNIPER POSITION
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SNIPER POSITION
SNIPER POSITION

Fig. 5-33. The Strip Mall.

What You Really Want To Do

Start with 15 Snipers...

That's an exaggeration, but it's not that far from the truth, either.

There is no single aspect upon which this Mission hinges, which is a good thing: Basho won't end the campaign in a snit just because he didn't get his way. This is a cut-loose, go-for-broke Mission where sheer mayhem is the order of the day. You'll get the most points for killing officers *and* the armed NPCs (your friendly orange squares in the overview map), and for escaping with the usual hostages. Picking up loot has lesser though necessary rewards.

The sanest approach to this Mission—if a Mission like this can be called sane—is to put the Snipers in place first, and keep everyone else as cleanup crew. There are obviously more Sniper positions than you might appear to need, but some of these positions are nearly useless. In general, they face west, but the threats come from the east.

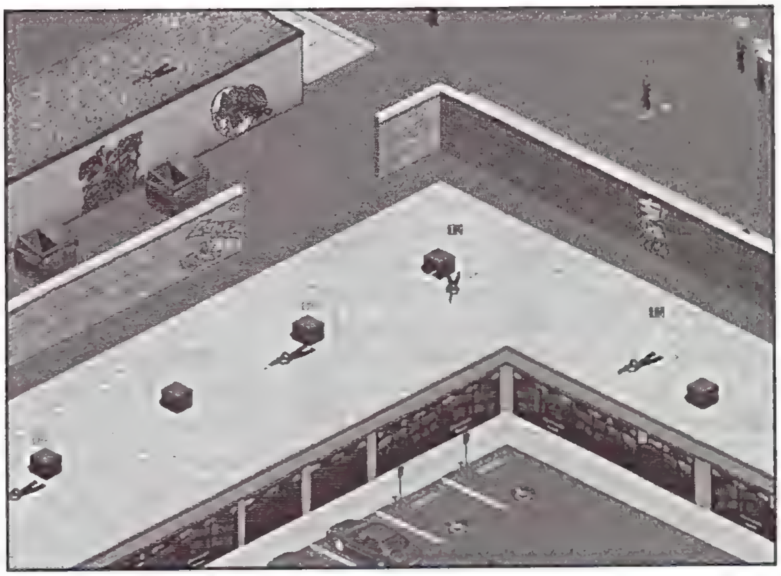


Fig. 5-34. You'll want heavy Sniper coverage for the riot, because there are a surprising number of armed NPCs in the area...and they don't all look like gangsters.

So you'll need a lot of Sniper power to give SWAT the biggest possible brush-off. In the meantime, your other Cells should be lurking out of harm's way. NPCs are likely to wander into your immediate area, so grab them when they do. Go ahead and escape with them, since having them follow while you go gunning for remaining officers and armed NPCs will slow you down and increase the likelihood that your hostage will bolt.

Once the Snipers have killed every officer and armed suspect they can hit, you should slowly start deploying your other Cells. First they should concentrate on killing the remaining officers and NPC suspects. Don't leave them wounded. This includes K9 units as well. Then pass out pamphlets to some of the remaining NPCs (Do you

find any irony in this? I do!) and take other NPCs hostage. Pick up any loot lying around—those will be the purple dots on the overview map—and depart.

I love it when LA runs out of SWAT officers.

What To Look For

There are two or three piles of assorted loot to be discovered. Escape with at least one of them to mollify Basho.

YOUR TEAM

Depending on how many skilled Snipers you have available, you'll want to opt for either three (preferably) or two Sniper Cells. Then assign non-Sniper Cells to all the other available slots, so that you go into the Mission with five Cells altogether. If necessary, you can move Snipers from place to place during the Mission to get more mileage out of all the available positions.

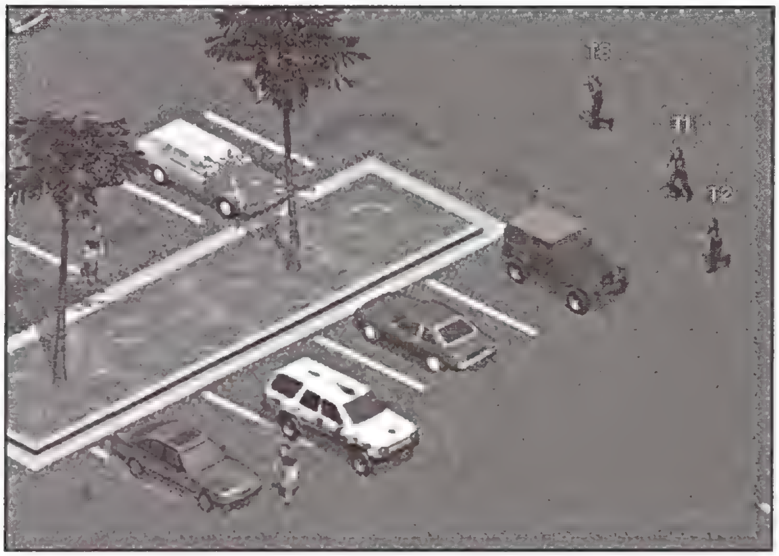


Fig. 5-35. Three of the four cars can be hotwired and used as getaway vehicles: the black sedan, the white beater, and the green jeep.

SWAT

Look, ma, no Snipers!

- Four Assault Elements

OTHER NPCs

- Four male suspects (armed)
- Two female suspects (armed)
- Six male hostages
- Four female hostages

CNT

There is no CNT involvement in this Mission. Just a lot of Alvarez's bullhorn.

Head-to-Head

There are no additional NPCs in the head-to-head version of this Mission.

Mission 12: The Manifesto

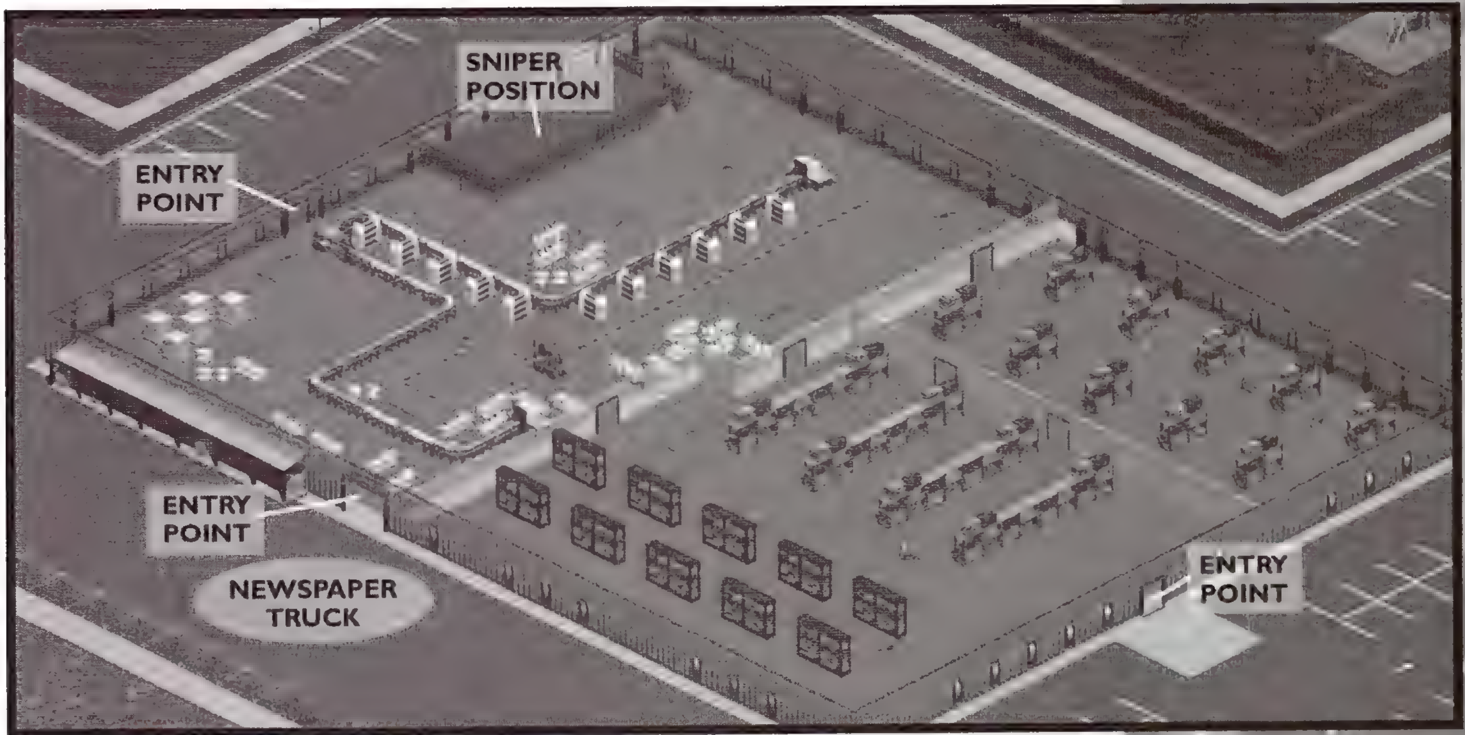

SNIPER POSITION
ENTRY POINT
ENTRY POINT
NEWSPAPER TRUCK
ENTRY POINT

Fig. 5-36. The **LA Star.**

What You Really Want To Do

Learn restraint. This Mission calls for patience. It proceeds very much like the TV station scenario, except that in this case, the hostages must be treated well, rather than executed, in order to gain cooperation from the authority figure.

Take your Cells into the building with running turned on. Spread out, because the NPCs are tough to find. Fortunately, just about every one of them will read your pamphlets and accompany you quietly.

When you take the editor hostage, she'll identify herself as such. Immediately take her to your lead Terrorist (the dark blue T1 flag), who has Basho's manifesto. Give her the manifesto, and she'll agree to read it.

Keep taking everybody hostage, and congregate in the large pressroom in the back by the loading dock (the large door near the truck). Don't fight with anybody, and don't shoot anybody. If a hostage runs, let her go and try to take her hostage again when she stops running.

The CNT will keep making requests. Keep asking for food, which is what matters to the Editor. You can ask for something else if you like, but wait until after the Editor has agreed to run the manifesto before trying to get anything else.

When you have everybody together, direct all the Cells to corral their hostages; simply click F1, corral, F2, corral, F3, corral.

With food from the CNT, tender loving care from the Terrorists, and corralling, the editor should agree to print the manifesto. Keep waiting. Eventually she'll walk off and head for the press. Shortly thereafter, four bales of newspapers will appear next to where the editor stands.

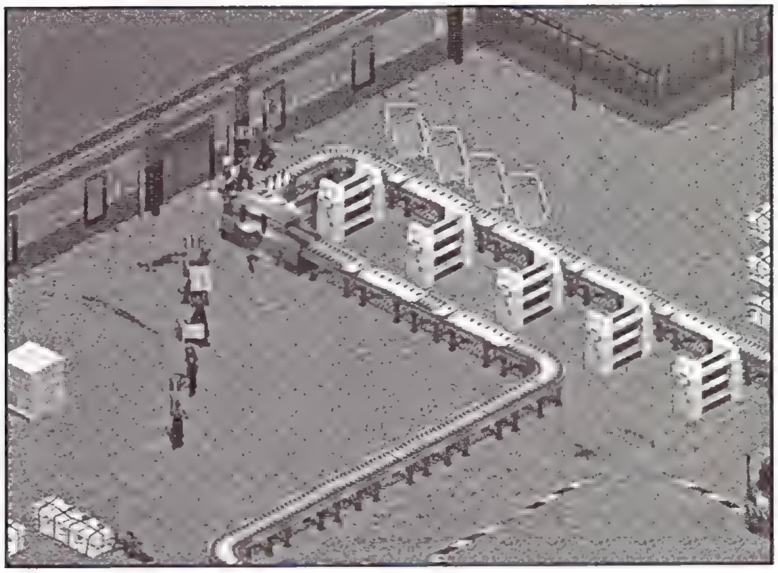


Fig. 5-36. Here the Editor, standing next to the T1 by the door, has just printed the manifesto in the paper. The four bales stand nearby, and an injured hostage lies in the foreground. Injuring a hostage made the Editor recalcitrant, so I was careful to corral everyone and not keep any hostages against their will. Some ran away, and the Editor relented.

Have one Terrorist pick up all four bales. Have other Terrorists (those without hostages) cover the one with the newspapers. Then have that Terrorist make a run out of the loading dock door and into the truck, and take off. That ensures the campaign will continue.

Now move the entire mass of Terrorists and NPCs, simultaneously, out the door. You have two choices of doors: the one in back of the building, up and to the left of the loading dock; and one on the side of the building facing the playground. Either way, you'll probably encounter at least one or two SWAT guys, but you can usually shoot them before they get too close. Move everyone out to the escape zone and you're home free.

What To Look For

Be sure to pick up at least one bale of newspapers. The newspaper bales must be loaded on the truck or run off the map in order to continue the campaign.

As usual, you can increase your score, at some loss to your available pool of good shooters, by having a couple of units hang back and just take out as many SWAT guys as possible.

CAUTION!

Try not to leave without escaping with at least one bale of newspapers. This guarantees the continuation of the campaign.

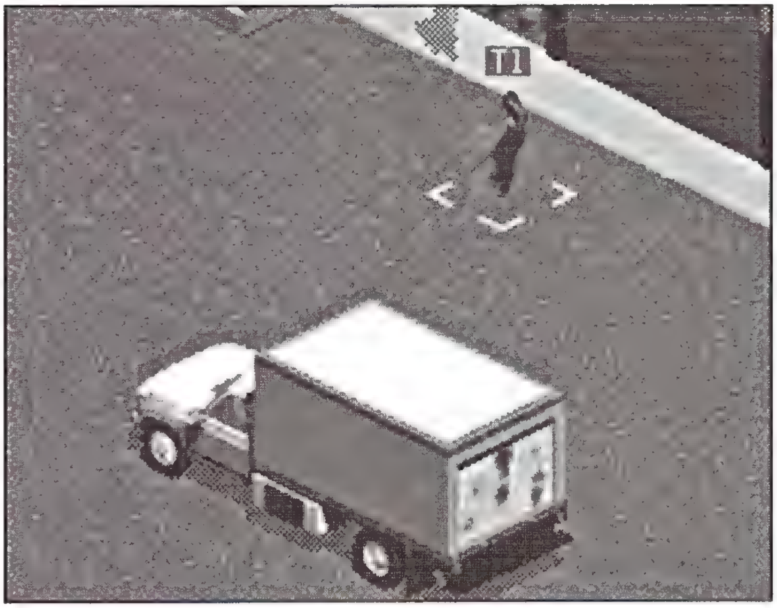


***Fig. 5-37.** On the way to the van, carrying all four bales, this Terrorist was hit by SWAT fire. The dream died that day.*

YOUR TEAM

If you're only planning to take one or two hostages (if any at all), one Cell will suffice. If you want a more dramatic result, you'll want three Cells.

Although there's an available Sniper position, you should have no need of Snipers.

SWAT

There are 17 SWAT officers:

- One Sniper Element
- Three Assault Elements

OTHER NPCs

- Three male hostages (one line person, one dockman, one journalist)
- Three female hostages (one line person, one journalist, one editor)

CNT

CNT will try to negotiate with you. Food will help sway the editor to run the manifesto. You may try to score money or a vehicle if you're feeling especially adventurous.

Head-to-Head

There are no additional NPCs in the head-to-head version of this scenario.

Mission 13: Ambush

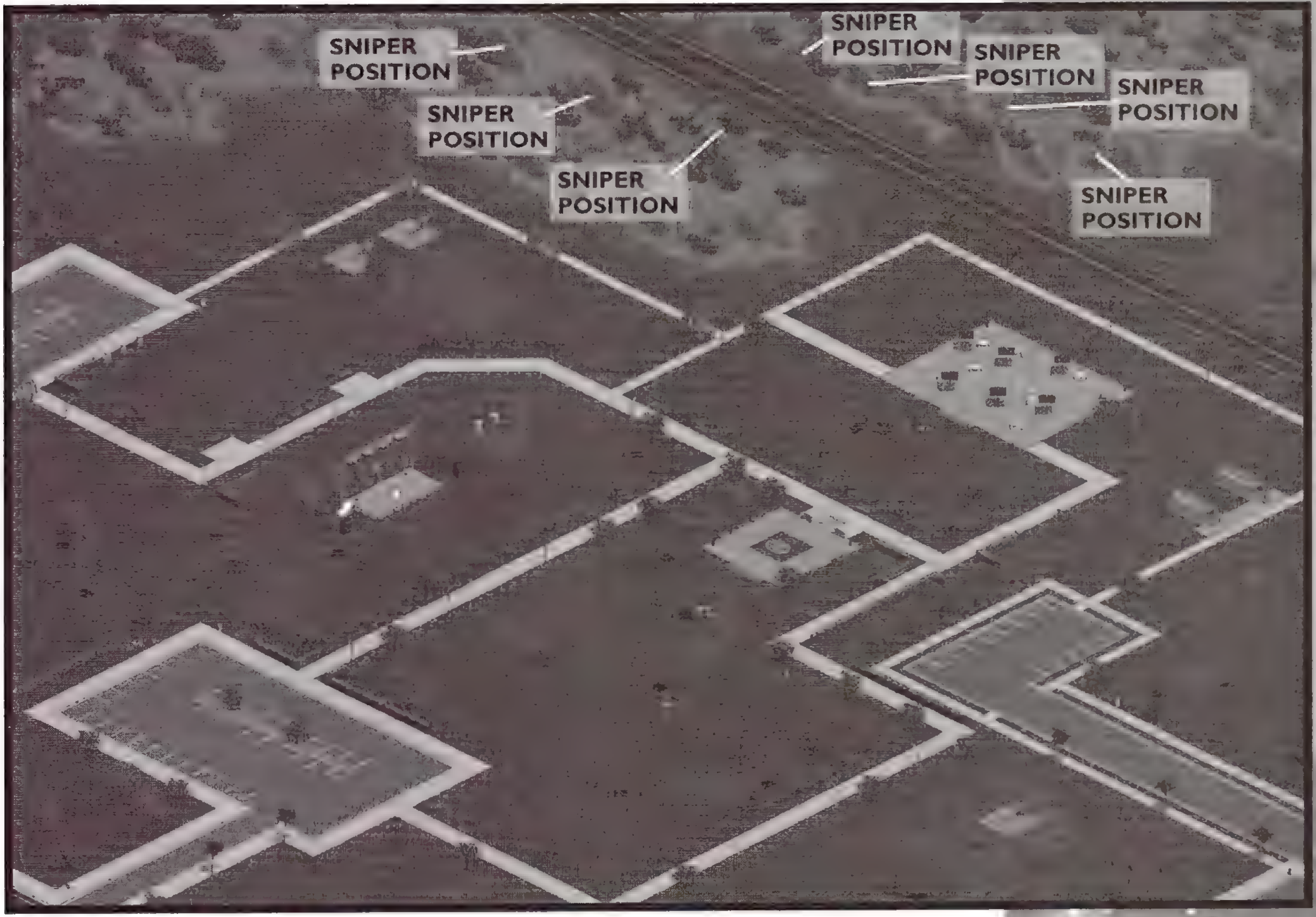

SNIPER POSITION
SNIPER POSITION
SNIPER POSITION
SNIPER POSITION
SNIPER POSITION
SNIPER POSITION
SNIPER POSITION
SNIPER POSITION

Fig. 5-38. Griffith Park.

What You Really Want To Do

Stock up on Snipers, they'll be highly useful in this Mission. You'll also want at least one explosives expert and at least one good grenade handler.

There's a lot of ground to cover in a short time, because you're dropped in the southwest corner of the map, while all the action is going to happen in the northeast quadrant. Time pressure is a factor because the caravan transporting Basho is on its way.

So, first thing, set everybody running to the road that cuts across the upper right corner. On the way, put on your body armor and assign your Sniper units on the ridges along the roadway. The Snipers on the right side of the road (if you're facing northwest on the road) are of greater use than the Snipers on the left side, because of the angle of SWAT's entrance on the scene. So favor the positions on the right side of the road.

Meanwhile, have your explosives expert(s) set several charges along the roadway. These may be booby traps or (my preference) dynamite charges. Space them along that portion of the roadway that runs between the hills, not in the more southerly stretch.

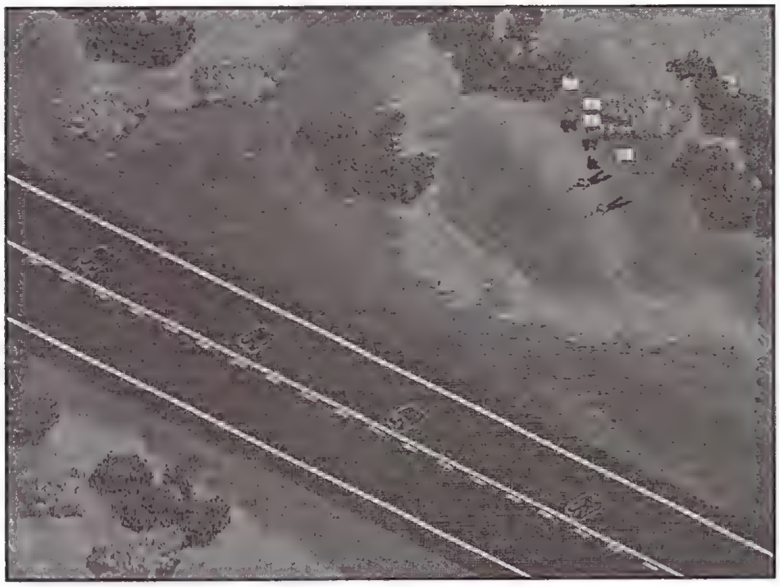


Fig. 5-39. This configuration can take out multiple vehicles with one detonation, because each explosion triggers another.

Put all non-Snipers in the hills behind the Snipers and have them crouch. Get your detonator ready. Slow down gameplay, not quite all the way, but three notches from the left end of the gauge is about right.

When the police convoy barrels through from the south end of the road, prepare to click on the first explosive charge that the lead van (the one containing Basho) will encounter. Detonate it just a couple of seconds before the van comes through; better too soon than too late.

Two cop cars will be trailing the van. Ideally, one dynamite charge will detonate the others just as the cars pass the van. The best outcome is when the van is stopped and the two cop cars are wrecked, but it's okay if one or both of the cars goes on further and disappears down the road. The important thing is to stop the van.

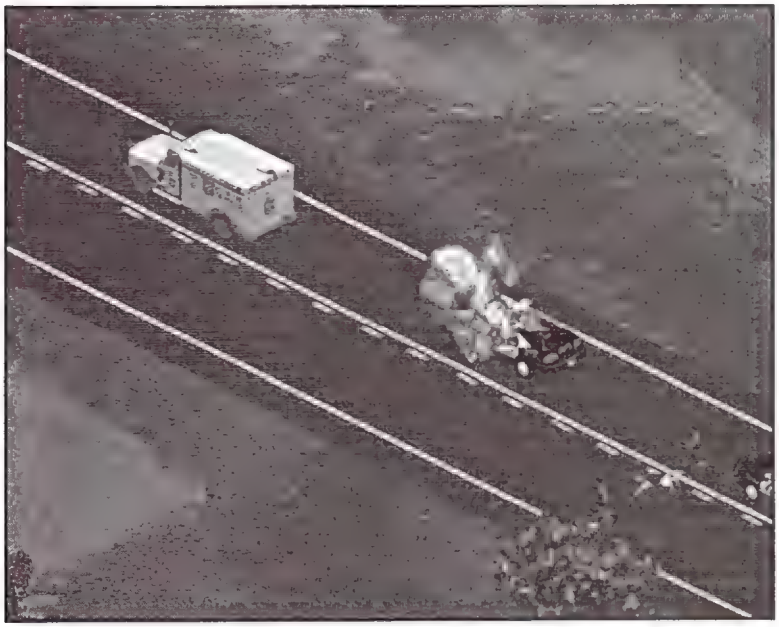


Fig. 5-40.
A vehicle that's stopped, but which was not destroyed by an explosive charge, should be grenaded for good measure.

Now carefully lob a grenade at the van. Basho should emerge. Take him into custody immediately and l*ead him off the screen to an escape zone*. This is the safest way to ensure that the campaign continues.

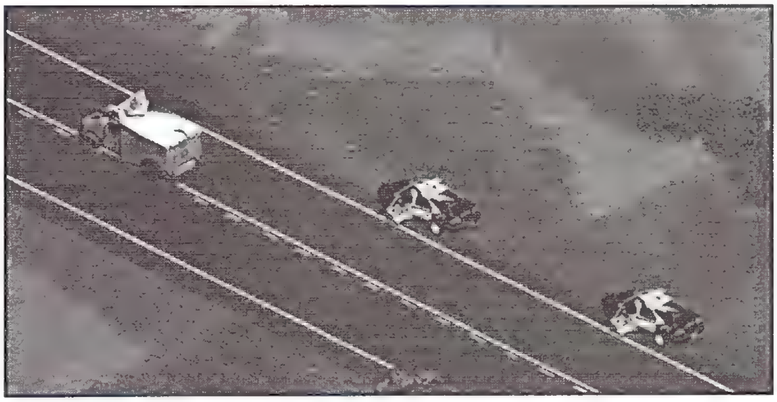


Fig. 5-41. That's more like it. Basho will run out of the van once it's blown open with a grenade or dynamite charge.

Now you have the usual cleanup of officers. Your Snipers should be able to pick off most of them. *Be careful not to kill the last SWAT unit until you've got Basho rescued.* If you reduce SWAT to just one or two stragglers, you can safely send Snipers and whatever other Terrorists you have left into the park, pass out some pamphlets, and collect hostages.

What To Look For

There are no items to be collected in this Mission.

YOUR TEAM

Two three-man Sniper Cells, divided into groups of two for deployment purposes, should be plenty to cover the right side of the roadway. One or two regular Cells containing your grenade expert and explosive expert should round out the team.

SWAT

Only ten SWAT officers to contend with this time, and no Snipers:

- Two Assault Elements

OTHER NPCs

- Two male hostages (including Basho)
- Three female hostages
- Four child hostages

CAUTION!

Try not to let Basho get in the crossfire, because there's likely to be some by the time you get ahold of him (he's handcuffed). If Basho is killed or recaptured, it's game over, man.

CNT

There is no CNT involvement at all in this Mission.

Head-to-Head

There are no additional NPCs in the head-to-head version of this Mission.

Mission 14: Topanga Canyon HQ

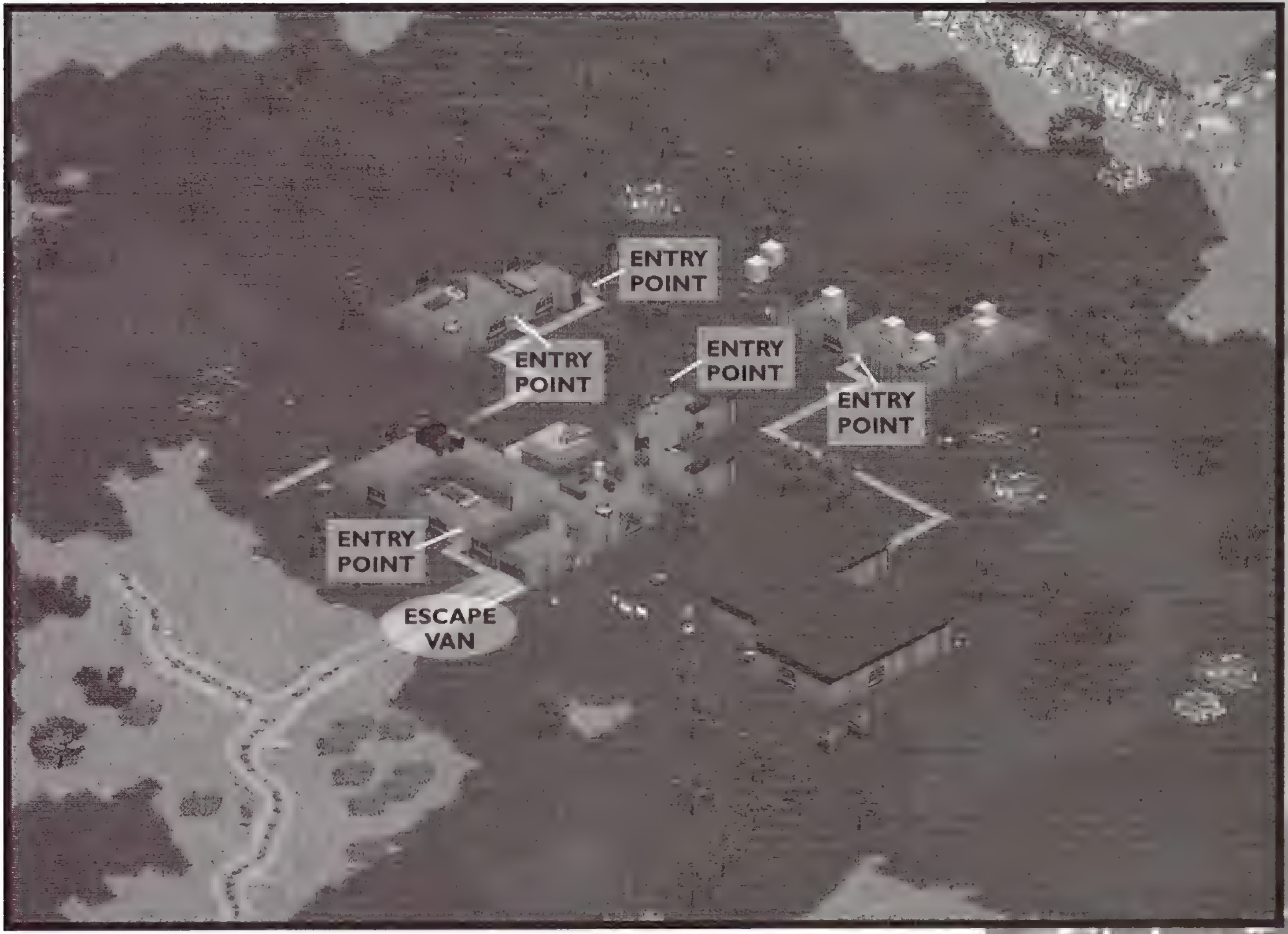

ENTRY POINT
ENTRY POINT
ENTRY POINT
ENTRY POINT
ENTRY POINT
ESCAPE VAN

Fig. 5-42. The Compound.

Fig. 5-43. Basho comes very close to accusing Dante of squealing to the cops about the compound's location. Events begin to move quickly.

What You Really Want To Do

This is the one Terrorist Mission where you're far better off running from SWAT as fast as you can.

Sure, you can stick around, have a battle royale, and end up with an Electrifying rating. But there's an unusually high price to pay for what will probably be a bloody event on both sides. As with the end of the SWAT campaign, you take the survivors of Mission 14 and go directly to Mission 15. So if you put your Cells into harm's way in Mission 14, you may end up with an inadequate contingent of Terrorists in Mission 15.

Because you want as many Terrorists as possible for Mission 15, take five full Cells into Mission 14. Don't take Snipers, who have nothing to do in this Mission or the final one.

To get a Competent or Educational rating *and* to escape with the greatest percentage of intact Terrorists: as soon as Mission 14 starts, suit up everyone, turn the game speed way down, and turn running on.

SWAT will approach from the northwest corner of the map. What you want to find is the quickest and safest routes to the escape zones that avoid the approaching SWAT officers. If you're lucky, you'll have most Terrorists out of the picture before SWAT even shows up. There are no hostages to be taken, so don't worry about taking anyone with you.

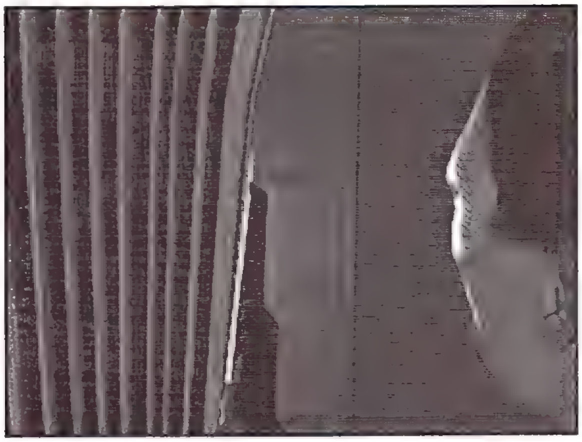


Fig. 5-44. SWAT arrives.

If a Cell is standing outside, they should immediately run for the nearest border as long as it's in a direction away from SWAT (typically the east or northeast edges of the screen).

If a Cell is in the small house in the northwest, run out the front door and head due east to the escape zone along the right edge of the map. Choose an escape spot to click on that's slightly south of where the sandy area ends, about a third of the way down from the top.

If a Cell is in the house in the northeast, choose the same point along the right edge. Run for it.

If a Cell is in the large house in the southwest, run for the van parked in the driveway. Also in that house you'll probably find Dante, who will be your F1 if you have five Cells (they're F2 through F6). Have him run for the van as well. Once the Cell and Dante are in the van, click on the van to select it, and have it pull away.

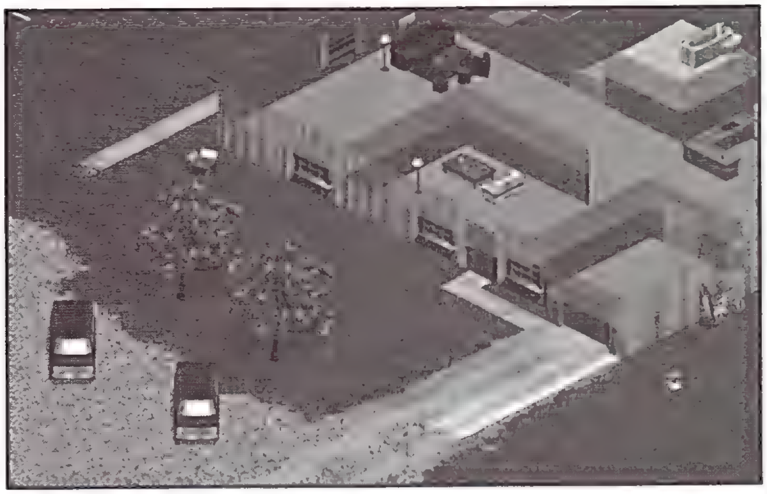


Fig. 5-45. Basho flees with his selected cadre of loyalists, leaving Dante and your Cells behind to escape on your own. They take the cars, but at least you get the van.

Now…let's say you want to try for an Electrifying result, no matter what the price. Foolish you. You have no Sniper positions, and SWAT has a lot of protection from the trees. But here's how to try:

First, suit up, turn running on, and turn the speed of the game down. Immediately move all Cells into houses, with the exception of Dante, who should make a break for it as far from SWAT as possible.

Also immediately start moving all Cells that are already inside houses *away from the windows*.

Now crouch in groups in the houses, with guns at the ready. Deploy Cells one at a time, slowly in front of windows to see if any SWAT officers are visible. If so, crouch and shoot at them through the windows. If not, step outside slowly, peek around corners or hide behind trees, always remembering to crouch.

Continue this way, deploying only one Cell at a time to whatever extent possible, and taking out as many officers as you can before the Terrorists in the Cell are all wounded or dead.

In this manner, it's possible to take a "divide and conquer" approach. You probably won't end up with a lot of healthy Terrorists, and you'll pay for that dearly in the next Mission. But, you may want to try it and hope for a good dénouement.

What To Look For

There are no items to be retrieved in this Mission.

YOUR TEAM

This is the time to reorganize your Cells, if you haven't been doing that all along. Take only your very top people into this Mission (and, by extension, the next Mission). Don't include any Snipers.

SWAT

A total of 15 SWAT guys:

- Three Assault Elements

OTHER NPCs

- Fifteen Terrorists (Basho's cadre)

These Terrorists run at the very beginning of the scenario and don't figure into the action unless you involve them, which would be foolhardy.

CNT

There is no CNT involvement in this Mission.

Head-to-Head

There are no additional NPCs in the head-to-head version of this Mission.

Mission 15: LAX

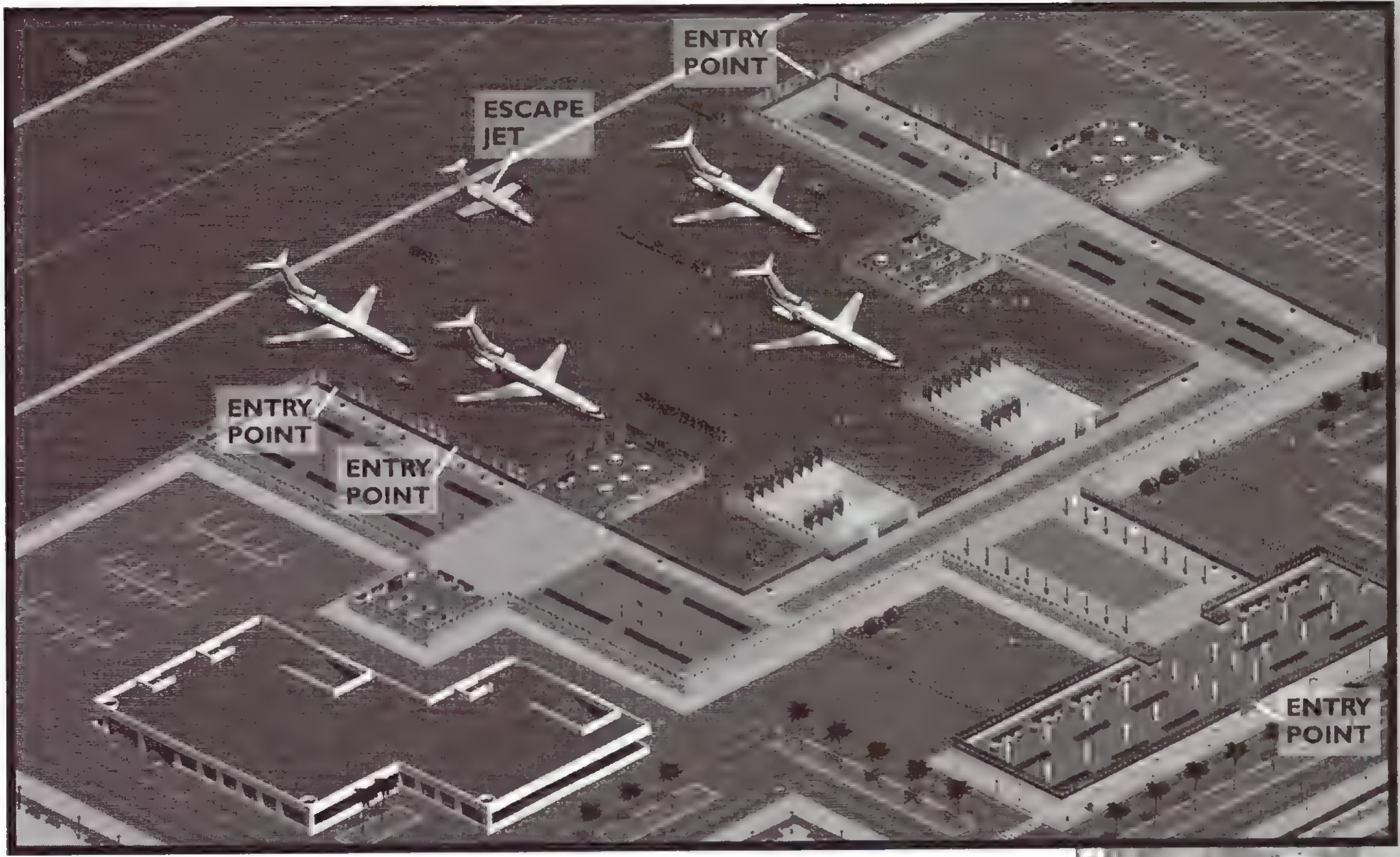

ENTRY POINT
ESCAPE JET
ENTRY POINT
ENTRY POINT
ENTRY POINT

Fig. 5-46. LAX.

What You Really Want To Do

See that smaller jet in the middle of the tarmac? Get Dante into that plane and you're home free.

That's not a difficult task. As soon as the Mission starts, turn the speed down somewhat. Suit up and put everybody in running mode.

Now find Dante. He'll be wearing a handy "Dante" flag over his head, or you can select him with the proper function key. Once he's highlighted, jump over to the escape jet with the Overview map and move the cursor over the jet. It changes to the escape zone icon. Left-click to start Dante running for the plane. You should check his progress, because if gunfire breaks out, he may stop to help out. Don't let him risk his safety that way.

Fig. 5-47. Basho shows up at LAX. As you can see, the red zone is for immediate loading and unloading of passengers only.

The best route to the escape jet is through the exit at the very end of the airport's right wing.

SWAT will show up shortly, through the main doors. Try to avoid battle with the cadre or with Basho (though, if you're like me, you put a bullet or two into him just on general principles), and avoid getting into a firefight with SWAT unless you're making some sort of macho final stand.

Fig. 5-48. Harsh words between Basho and Dante, and a new war breaks out. Any resemblance between Basho and a certain U.S. President is purely coincidental.

What you can easily do is move your Cells back toward the gate areas of the airport and let SWAT and the cadre occupy each other's time. While you're in the back areas, grab hostages. There aren't that many, and they're generally cooperative. March them into the jet.

There are also hostages to be found in the ticketing area. As long as Dante is safely on his way to the jet, and if there are no officers making an entrance, you can probably risk having a Terrorist or two grab hostages from the front of the building. Then send them back to the escape jet.

The Mission will end once all the Terrorists are accounted for.

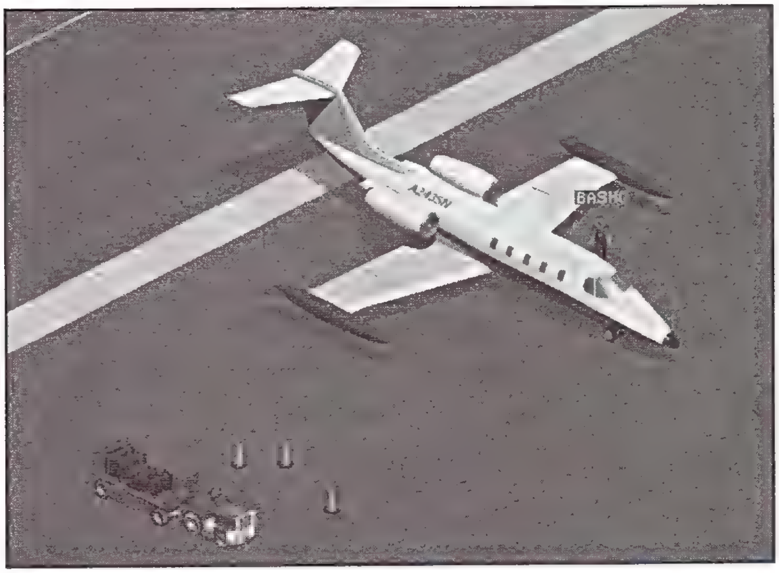


Fig. 5-49. The ultimate goal: get Dante to this private jet, idling out in the middle of the tarmac.

What To Look For

There are no items to retrieve in this Mission.

YOUR TEAM

You can't select your team for this Mission (unless you're playing in Quick Mission mode). Whoever survives at the end of Mission 14 will be your team for Mission 15. You also control Dante, who is very well equipped this time.

SWAT

There are 20 SWAT officers:

- Four Assault Elements

OTHER NPCs

- 12 cadre Terrorists
- Basho
- Four male hostages
- Four female hostages
- Two child hostages

Fig. 5-50. Will we learn the identity of the man casting the mysterious shadow in the airport lobby?

CNT

There is no CNT involvement in this Mission.

Head-to-Head

There are no additional NPCs in the head-to-head version of this Mission.

CHAPTER SIX:

The Creators of *SWAT 2*

An Interview with Susan Frischer, Designer

She was definitely somebody I'd met before. Her face showed not the slightest acknowledgement of the years that had passed since I'd last seen her. It was so long ago that I could not instantly remember where it had been.

And yet, it seemed perfectly natural to see her here, in Paris, in this place.

It all came back to me like the bad plot from a trashy spy novel.

We had met, purely by chance, in this very café. Technically it had been the one kitty-corner from here, but as you can see, somewhere along the way it became a Jerry's Subs.

She was the rising young designer of several interactive training programs for the military, doing her part for the war effort as we all did. After the war, she'd turned her sights to adventure, sci-fi, and RPG titles.

Me, I was the idealistic young journalist who happened upon some stolen game concepts, and...well, it's all the same old story.

I'd been coming here frequently in those days, less since. Mostly when it gets too sticky in Lisbon, and I'm not talking about the humidity. Ops Base can only offer me so much protection. But I know enough about the Paris sewers to lose both Ops and any of Fazzino's goons except the man himself, and he wouldn't dirty his precious Armani. So here I am.

Last I'd heard (five years ago?), she had the word "counter-" penciled so many times above the "Counterspy & Game Designer" line on her business cards, nobody knew for whom she was ultimately working. She'd spent most of her life running from danger, danger she invariably attracted to herself.

And here she was, in a dress any Brooklyn hack could see had been designed just for her. She looked 10 years younger than she had any right to, and she was sipping port with a label that made me clutch my wallet in pain.

She must've seen me come in, because she never took her eyes off her glass. As I sat down, she leaned back wordlessly and brushed a stray hair from in front of her almond-shaped eyes. I signaled to Jean-Luc for some flavored coffee and turned my attention directly to Susan, who was just putting the finishing touches on a very detailed sketch of a *SWAT 2* spreadsheet.

I'll bet she anticipated the question before I even voiced it.

"Susan."

"Joshua. Are you here about *SWAT 2?*" I considered how to play it. No, I wasn't there about *SWAT 2*, I wasn't there to see her. It was just a momentary stopover during an afternoon of espionage and intrigue. But I didn't necessarily want her to know that. So I faked it with the line every spy uses when he's talking to another spy and doesn't know what to say.

"Yeah. What do you hear from Intelligence?"

She spared me the indignity of reacting to the obvious set-up line. Rather, she smoothly took it the way she wanted to.

"There are two kinds of intelligence in *SWAT 2*: Tactical AI and Strategic AI. Tactical AI determines what the individual does. Strategic AI is what the *team* of individuals does. Tactical AI is based on the personality of the NPC."

I decided to play dumb. I do that well, when I really try.

"What defines the personality of an NPC?"

She fixed her impenetrable gaze on me and responded with carefully polished precision.

"Each NPC has its own personality, determined by four factors: Aggression, cooperation, courage, and intelligence. These four are combined to form two traits. If you're a Suspect NPC, you have a Threat trait. For instance, high aggression and low cooperation would make for a higher threat trait. It's all in the equation."

She took a sip and looked out over the Champs d'Elysée. Wistfully, she spoke as if from experience.

"If the NPC is an innocent bystander, she has a Stockholm trait."

I could sense that "Stockholm" was painful for her. I shouldn't have pushed, but I did.

"Ah, the Stockholm trait?"

"The Stockholm trait indicates how sympathetic the bystander is to the Terrorist. Will she allow herself to be taken hostage, or will she struggle? Terrorist wives typically have a high Stockholm trait. They may fight with officers trying to rescue them. With a Stockholm value at the far end of the scale, a bystander might even become a Terrorist in the next mission."

I couldn't help but think of Patty Hearst, and I mumbled something about it.

"Right. They really brainwashed her."

Susan was surreptitiously surveying the landscape, as was I, each for the people we knew were hunting us. Not the same people, I was sure. We run in different circles now.

I wanted to keep up the charade. "So, there are Threat traits for Suspects, and Stockholm traits for bystanders?"

"Precisely. These traits determine how the individual will act in any given situation. We run the personality traits through a set of fuzzy rules pertaining to a specific trigger. For example, if the trigger is 'SWAT officer in line of sight and near' then possible behavioral outcomes are 'shoot the officer,' 'approach the officer,' 'idle,' 'take cover,' or 'retreat.' An example of a fuzzy rule is 'if threat is high and if aggression is high and if intelligence is low, then shoot the officer.' Running the numbers through a set of rules like this results in a probability for each outcome."

Damn her for her numbers and her probability tables!
So nothing had changed. She was still working on The Formula.
That much was clear.

I lost it. "All right, Susan," I spat, "how does this fuzzy logic of yours work in the real world?"

Her refusal to be perturbed infuriated me. "Let's say a particular NPC suspect has a medium threat value, a high aggression value, and low intelligence value," she said demurely. "He would have a fairly strong tendency to shoot the officer. But the cool thing about fuzzy logic is that even if he had the opposite traits…"

"Low aggression and high intelligence?" I asked.

"Yes. He would still have a chance—a very small chance—of shooting the officer. That's why it's called fuzzy logic. You're not saying, 'If this, then that.' You're saying, 'If this, then there's this much of a *chance* that that will happen.'"

It was diabolical—and, yet, all too logical. People are unpredictable, especially under times of extreme stress. It had just never been done before.

"Do these numbers remain constant throughout the game, or do they change from mission to mission depending on the circumstances?"

She gave a slight nod in deference to the appropriateness of the question.

"I'm glad you asked me that. Their personalities stay the same. Aggression, cooperation, courage, and intelligence, those factors stay the same per individual. With four variables ranging from one to five in value, there are hundreds of possible combinations, hundreds of 'personalities.' However, the Threat and the Stockholm are dynamic. Those values change during the course of each mission depending on what happens to the character. Let's say you're a Terrorist, and your hostage has a very high Stockholm rating initially. She'll be very likely to go along with you passively unless you do something threatening like shoot another hostage. That action will make her Stockholm value drop. Whereas a low Stockholm value should increase if you

feed the hostage or give her a pamphlet."

I was smiling before she'd even finished. The concept was simple and elegant, and the time was right.

"Tactical AI. I should've guessed."

"Exactly. But that's only the Tactical AI. Then there's the Strategic AI."

She took in a deep breath. It was impossible to tell where she was going to go next.

"For example, you're playing a Terrorist. An Element of NPC SWAT officers is standing outside the house. They know you're in there. What do they do? Do they just stand there until you order your Terrorists to run outside and start shooting them?"

Susan smiled winsomely.

"Well, they did at first, but we fixed that. Now they identify themselves with the team: 'I am on the entry team, and I will deploy to an entry position and attempt to mirror the door.' Then, based on tests we call prohibitions, the team decides what to do next."

"Help me out here. I'm just a journalist who fell into the espionage business. I don't know squat."

She did a double take, thinking I'd said something else. Her patience began to grow thin.

"Examples of prohibitions would be: Have shots been fired? Are Terrorists inside the building? Is there a Terrorist in line of sight? Testing a set of prohibitions results in actions made possible because their prohibitions have been met. Some examples of possible strategic actions are: Attempt a dynamic entry with the battering ram, and survey the area. Each mission has its own Strategic AI which tells the groups of suspects or officers what to do. That enables us to coordinate actions between multiple elements: 'You go in the front, we'll go in the back,' or 'We'll stand guard while you survey the area.'"

It sounded like trouble.

"So do these two kinds of AI coexist?"

"To keep the Strategic and Tactical AIs from contradicting each other, there have to be priorities for everything. If I'm an undeployed Guard, and I want to go to my guard position, I have to know that someone shooting at me takes a higher priority than walking to my guard position. It's all very complicated, but it makes for some unique and individual behavior. Unpredictable behavior, as anyone who plays the game will see."

"So going to your guard position would be a Strategic AI choice, and responding to somebody who's shooting at you is a Tactical AI choice."

She laughed at something, something I hadn't said, something she'd reminded herself of.

We exchanged small smiles.

She'd obviously come in contact with a lot of SWAT officers while researching both this game and the original *SWAT*. What kind of characters were these, her newfound friends?

"SWAT guys. Are they a special breed?"

"They are the elite!" she said, her jaw set and her eyes flashing.

She composed herself and continued. "The LAPD SWAT officers I met were in their thirties to their fifties. The Fresno SWAT officers were much younger. But the LAPD officers had been in SWAT for many, many years. I was really impressed by them. They were polite, open, and very communicative. For the most part, they were quite willing to discuss their work, even particular call-ups."

"SWAT is composed of all different types: Short, tall, big and muscular, thin and wiry. But the one thing they all have in common is a passion for their work. They all love their jobs so much—I don't think they'd be in SWAT if they didn't. These guys sincerely want to devote their entire life's work to this profession. They don't leave, they don't go out and find other jobs, they stay in SWAT. In fact, there's even a father and his son in LAPD SWAT right now.

We grew silent. She sipped her port, I sipped my Portuguese Raspberry Hazelnut. After a few moments, I thought I saw a dapper young businessman with a Van Dyke look quickly away from me when I glanced at him. It seemed like a good moment to go back to our casual chat.

"So these SWAT guys. Do they need to have previously spent time as regular cops?"

She ignored the attitude.

"I believe they need to have been police officers for six years."

"Maybe that's why the SWAT officers are older."

"You can be a cop when you're 21. But most of the LAPD SWAT guys have been in SWAT for a long time. To be in SWAT, you need to undergo strict physical and psychological tests. SWAT officers need to be the most levelheaded, the most team-oriented cops that there are. If you're more of an individualist, you go do detective work or specialize in bombs or K9. But the SWAT guys are all extremely team-oriented, because that's what their lives depend on."

The guy with the beard was making me antsy. Normally I'd have moved on instantly, but Susan being here was a distraction.

"Sounds like a lot of work. You taking care of yourself? Got a lot of food where you work?"

"I have a very wide assortment of teas, a whole bookshelf. Anybody can come in and get chocolate-covered raisins, sunflower seeds, and, at the moment, Hershey's® Miniatures.

"Then I have a drawer with my own food: instant oatmeal, dried fruit, and a $6 Michel Cluizel® chocolate bar. French chocolate, 75 percent cocoa. Trés bitter."

"Where'd you get it?"

"See the place next to the Jerry's Subs, kitty-corner from here?"

"Yeah."

“I have Cup-A-Soups, too. And we eat ‘family-style’ for dinner. You know what that means.”

Of course I knew what it meant.

I asked the question that had been bothering me, knowing what it was like to design games myself, and knowing that she must’ve had much more to grapple with in one particular respect.

She looked at me expectantly as I struggled to assemble the question.

“This is a tough time for us game designers. The political correctness climate is insane. People search for things to be offended about. In a game like *SWAT 2*, where you’re portraying a real organization, a high-profile, high-risk, and politically charged industry, what decisions did you have to make that took political correctness into account?”

She snorted derisively at my suddenly formal turn of phrase.

“First of all, from the SWAT side, I decided to have women officers. LAPD SWAT doesn’t currently have any female SWAT officers.”

“You’re kidding me.”

“They had some apply. They passed the physical, but I was told they didn’t pass the shooting house test. SWAT usually gets sixty applications for every five accepted, so most officers don’t get in, at least not the first time they apply. So that was one decision I made, to have some females. Otherwise they’re naturally quite a diverse group of people.”

She followed my gaze to the bearded man, and her voice trailed off. I’d still been trying to figure out if he was tailing me, but Susan had gone slightly pale. He was after her, then, not me. I relaxed. I’ve got my own problems.

“As far as the Terrorists go, I decided I didn’t want to have a group of Terrorists I would be loath to play myself. If I’m going to put myself into the mindset of a Terrorist, which is hard enough to understand, I want it to be a group of Terrorists that basically don’t

make me sick to think about. Therefore I wouldn't have white supremacists, or stereotypical nationals of any sort."

I shifted in my seat, suddenly uncomfortable again.

"To get our Terrorists, I wanted a cross-section of people who were more like disenfranchised Americans, basically people who have the same grudges as all the rest of us, but who are willing—because of some quirk in their nature or because of the charisma of their dynamic leader—to take up automatic weapons in pursuit of their cause."

Her voice got small.

"...poor, deluded people who, instead of turning their hostility on themselves, are willing to go out and kill other people. I hope that comes out in the game: people sort of like you and me, only whacko."

I decided to take it as a compliment.

"You use real mug shots for the Terrorists?"

"To get the Terrorists, we found a perfect group: we went down to the Fresno Computer Show, and there they all were. We offered 'em $10 a shot. That's how we got our faces. And plus there are Sierra people in there as well. We're sort of naturally...you know, *that way*...".

She stopped long enough to observe the bearded man. He knew he'd been spotted. He stood up, folded his copy of the *Fresno Bee*, and walked off. What a giveaway.

Susan relaxed back into her seat. "He'll be back," she said.

"You were saying," I prompted, "about pictures of the Terrorists?"

"I did get some static from people who've said, 'Your terrorists don't look like terrorists.' Well, what does Tim McVeigh look like? He's just this guy, you know?"

"Our SWAT photos are real LAPD officers and some Sierra people. One of the snipers is really our office manager, Polly Starkey."

I stood up and threw some coins on the table.

"You know what I really want to know. Let's not play games."

She gave me that innocent look. "Games are our lives," she said lightly, with no trace of guile. But she *did* have her finger on the guile switch. You never knew with her.

I continued, unbeguiled of course. "How does your family feel about what you do for a living? Do they know you're up to this?"

She stared at me, her expression ambiguous, and said firmly, "My parents have always been very supportive of anything I've chosen to do, even if they don't understand what it is and why I do it. They're very proud of me for being a player in the game industry."

The bearded man was gone. I'd lingered longer than I should have. "Look, I have to get out of here."

"Don't you want to know what the best part was?"

"What was the best part, Susan?"

I leaned on the table, my face inches away from hers.

"Was it the haiku?" I asked bitterly. "Basho's haiku? I know it was you who really wrote it. I'd know your haiku anywhere. There is no Basho, is there? Was that the best part, Susan? Tell me, because I'd really like to know."

"Nope, best part was coming up with the fuzzy logic rules for the AI, and testing them out."

It wasn't the answer I expected.

I don't go back to that particular café anymore. I can't afford the distraction of old friends in new clothes, not with Fazzino hanging around. Maybe in a few more months, I'll go back.

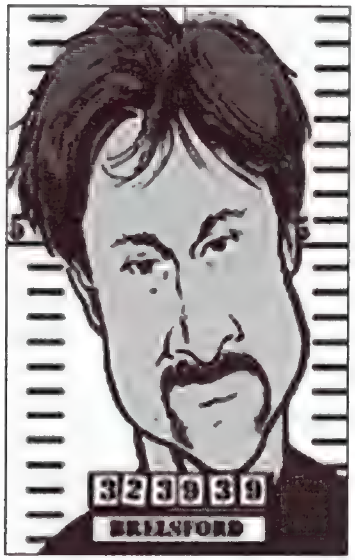
Or maybe I'll just get a sub at the place kitty-corner.

The *SWAT* 2 Team—In Their Own Words

233222
ALEXANDER

CRAIG ALEXANDER

Craig is the General Manager of Sierra Publishing, the original division of Sierra On-Line, Inc. located in Oakhurst, California, near Yosemite National Park. In addition to *SWAT 2*, Craig's other products include *Babylon 5*, *Phantasmagoria* (Sierra's best-selling product to date), *Quest for Glory V: Dragon Fire*, *Police Quest SWAT*, *The Realm*, *Gabriel Knight 2: The Beast Within* (CGW's Game of the Year), *Space Quest*, and the *Collier's Encyclopedia*. Craig has a wide variety of computer industry experience, ranging from NASA spacecraft development to microprocessor design. He received his Computer Engineering degree from USC and his MBA from UCLA.



OLIVER BRELSFORD

They tell me I am the Project Manager. This really means that I am the one that has to take care of everybody's needs. Like, if it's somebody's birthday, I'm the one who has to go out and get cake and ice cream, or pie and ice cream, or cupcakes and ice cream. You know, I really like ice cream. This is a real problem for me because I spend all day sitting at the computer thinking about things. Like, wouldn't it be cool if gas stations had cheerleaders? You know, you pull in and start filling up, and they would do a cheer for you. I think this would go a long way toward making people feel really good about themselves. Anyway, just a thought.

733706
BRENKERT

JURGEN BRENKERT

The Story is true. It was late one Friday night, and everything seemed fine. I was working away, when all of a sudden I noticed a draft. Where it was coming from? I didn't know. There was something different about it. It wasn't necessarily a draft, but more like a breeze. It was also cooler than anything I had felt before. It seemed more like an arctic blast across the back of my neck. Where was it coming from? Well, it must have started with me in Michigan, and followed me to Tennessee (Go Vols), and then Colorado. That is where I got a degree in Environmental Design and found the world of 3D. From there I made my way through the world of 3D by teaching 3D, web authoring, and photography. Eventually I found Sierra On-Line. After doing some contract work for a few months, I moved to California to work for Sierra full time. *SWAT 2* is the first project I have worked on for Sierra. Next comes *SEAL*...hey...there it is again. That breeze. I look around some more and then up. That is when I come to terms with myself and realize ...something is missing.

5
5
027909
CRITCHLOW

ED CRITCHLOW

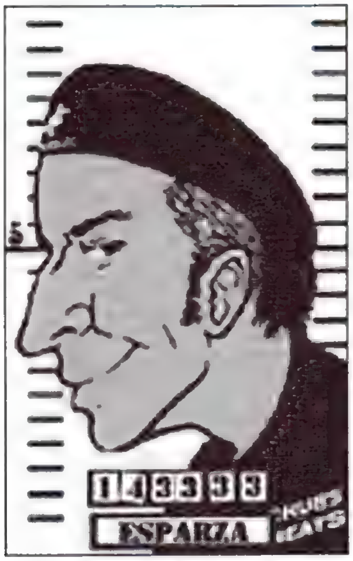
Ed knew he would be involved with entertainment when the Beatles movie *A Hard Days Night* appeared in America. After graduating from UC Berkeley with an Electrical Engineering degree, Ed worked at a recording company in Oakland, California, recording Eddie Money, Tower of Power, and Pam Tillis, among others. Seeing a convergence of technology to the PC in the early 80s, he decided to focus on computer skills and developed

an interactive Video Kiosk for the Video Droid in Mill Valley, California. Becoming interested in fractals and 3D graphics in the mid-80s, he decided to get an MS in Computer Science from UC Santa Cruz. After a short stint at a major company, where he worked on A/V hardware for the PC, he arrived at Sierra in 1992. "Most of my adult life I have worked with musical and visual artists or on technology to be used by them. The primary goal for the artist is to have as much control over the finished product as possible. Advances in technology during the past 20 years now mean that expensive technology is no longer a problem. Now if we could only get rid of those uninspired marketing types."

5
164916
FRISCHER

SUSAN FRISCHER

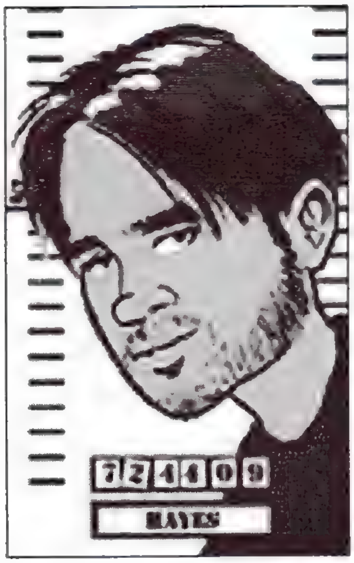
This is Susan. I own her. She does whatever I tell her to do. She feeds me wet food mixed with crunchy food. That way I get wet food and crunchy food at the same time. It tastes really good that way. When I tell her to, she gets the sparkle mouse and moves it around on the floor. I like to watch it. Sometimes I jump on it to make her move it some more, but mostly I just like to watch it. Susan goes away a lot. I don't know where she goes, but I tell her she should stay home with me. She does not listen. Every time she shuts the door and I hear the big noise go away, I think that someday I will make her listen. Then she will stay home and feed me wet food mixed with crunchy food and she will move the sparkle mouse on the floor all the time.



JAY ESPARZA

Jay is the criminal and terrorist technical advisor for *SWAT 2.* "Two Fingers" Esparza honed his skills as an explosives and weapons expert while growing up on the streets of Los Angeles and Fresno. Coupled with his skills in "Improvisational Structure Painting," commonly referred to in "low art" circles as "graffiti," Jay is the "go to" guy on the *SWAT 2* team. Jay started at Sierra quite by accident. While on a "Stealth Hardware Requisition" assignment, he was discovered "improvising" on a wall near an Art Director's office. He was invited into the AD's office, where he was asked to "Draw Binky." He's been at Sierra ever since.

"Oh yeah, I did these flattering caricatures of my fellow team members. Believe me, I didn't have much to work with."



JASON HAYES

This is our music composer, Jason Hayes. From his classical training at the University of North Texas, to pop music performances for Atlantic Records and Club MTV, to his New Orleans roots, you could say Jason has pretty diverse musical influences. This eclectic background is ideal for the creative demands of Sierra's award-winning team of game developers. For *SWAT 2*, he's combining an orchestral sound for emotional impact, coupled with digital synthesizers for an edge of suspense. He loves working for Sierra, and is especially fond of talking about himself in the third person.

5
527309
HAYNES

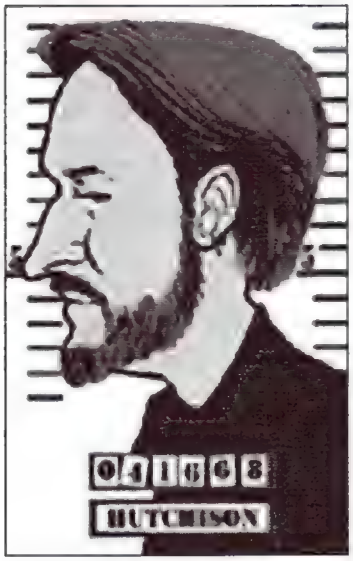
SHANNON HAYNES

What do you really need to know about me? I'm the wife of a hard-core gamer who chose to move his family from Alabama to further feed his need to be involved in the development of games. I work at the same company as a Project Coordinator, and I am applying my engineering background to help organize and schedule tasks. I used to complain about Mike playing games too much. But now I'm interested in all the cool features and unusual tricks implemented in the games. So, if you want your better half to quit complaining about all the hours you spend playing games, get them a job at a gaming company.

6
5
633306
HICKINGBOTTOM

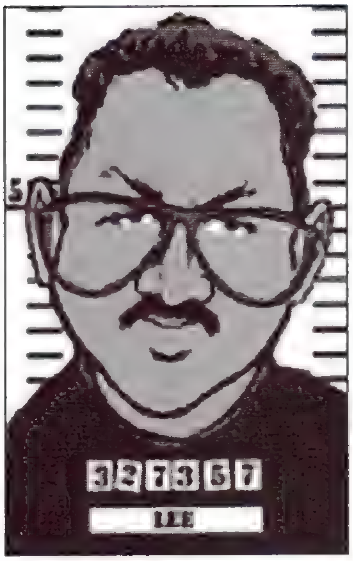
JASON HICKINGBOTTOM

I've been with the company about six-and-a-half years, six of which, I was doing Macintosh conversions. I think *SWAT 2* Macintosh…(ZAP!!) Ouch!…Windows is going to be a great game. We are using the latest greatest features of the Macintosh…(ZAP!!) Ouch!…okay, okay…of Windows 95. Hey Oliver… That cattle prod is really starting to get on my nerves. Jeez, what some people will do to get you to convert to Windows.



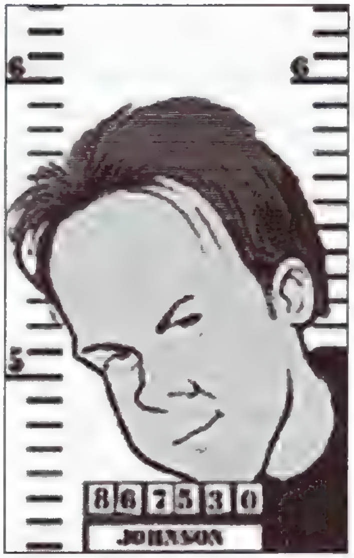
MICHAEL HUTCHISON

After conquering the world of professional cattle-roping, Mike moved on to lead high-altitude expeditions in the Nepalese Himalayas. Then, after a brief stint as a New York city antiques importer, he describes an "incident" involving various "acquaintances," which led to his being relocated to Sierra as part of the witness protection program. He has worked at Sierra for six-and-a-half-years. Maybe. He's not saying for sure.



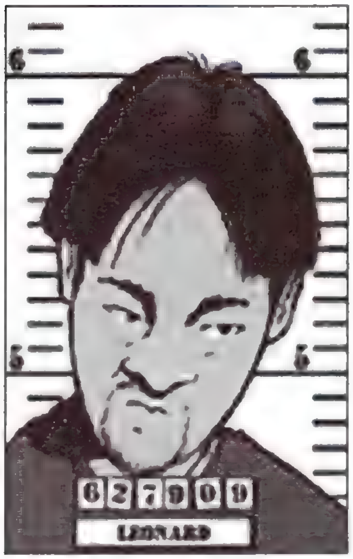
JAY LEE

I spent 10 years at a large corporation doing complex business applications for clients like General Motors and Exxon. While at home I would play games and wonder about how great it would be to actually develop them. Now that I'm developing games, it's even cooler than I expected. It's amazing to me that I get paid to do this. But don't tell Craig or Oliver, because I'd really like to continue to get a paycheck. If you like the sound, movie, multiplayer, and AI aspects of the game, then I worked on them. If you don't like them, let me know, and I'll put the heat on the sorry programmer who did.



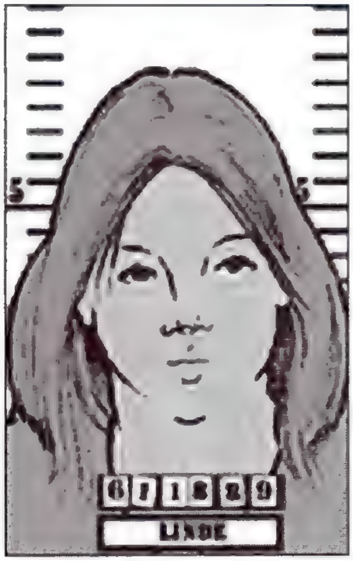
DARRELL JOHNSON
AKA: STYMIE

Bio…whatever. I'm a 3D guy. I build and animate characters. If I'm not doing that, I'm off doing other fun stuff like snowboarding or kayaking. Oh yeah, I also don't like writing these bio thingys (in case you can't tell).



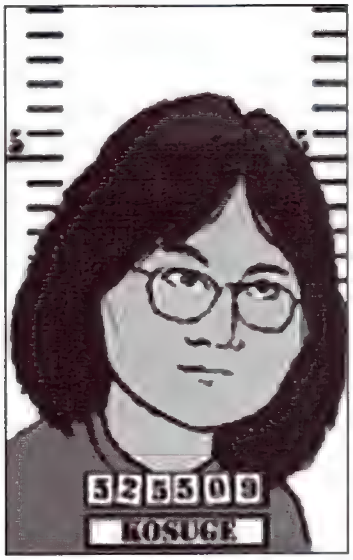
TRAVIS LEONARD

Born, lived, married, eat, sleep, draw, work, fish, hackeysack, Sonics, Mariners, Seahawks….



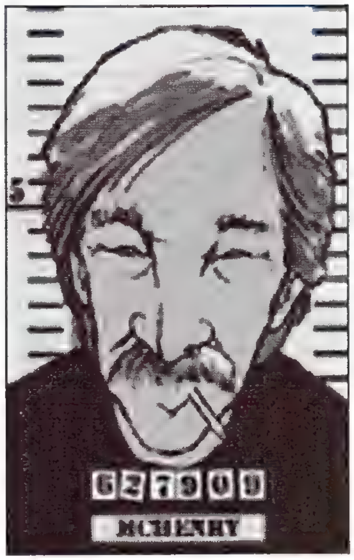
ANANDA LINDE

"Two-Fingers" Esparza was supposed to write my bio for me but he copped out, and I got stuck with it. I worked as the clean-up artist on *SWAT 2*. That means that all these wonderfully talented artists you've read about hand me their finished works of art and I palletize them, convert them and smoosh them into little boxes that the programmers can use to code. It's fun, and I like it but, oh…to be a *Real* artist some day! I gotta go. I need to get to college…late for class. You owe me, Esparza.



BECKY KOSUGE

Becky is a recent arrival at Sierra. She graduated with a degree in Fine Art from UC Davis and, after working for a few years, went back to school at a university in the UK, where she did post-graduate study in computer animation. Before coming to Sierra she worked in Sacramento for two video production companies, doing animation and graphics. When not working she listens to Count Basie, watches loads of movies, and eats Thai food as often as possible.



TERRY MCHENRY

By far the oldest member of the team. Perhaps even of Sierra. My career in data processing started when I had to find something safer than going to 'Nam. The man at Lockheed (we called it the "Lazy L") said to me, "C'mon in, boy. We gonna make a cowboy engineer outta you—we gonna spy on them Rooskies." Let me tell you, back in those days, processing data was no picnic. Bits had just been invented and bytes hadn't even been thought of yet. Could we just type what we wanted the computer to do on a TV screen? Nooo. We made little square holes in cardboard cards, and not with a keypunch. We used to dream of a keypunch machine. Each program was painstakingly hand-carved into the card with a razor blade. And we didn't have googlebytes of memory to throw around, either. Why, I once coded a complete ballistic trajectory analyzer in just five bits.

Thank God I now work for Sierra, where instead of slaving long hours with primitive equipment defending the free world, I can slave long hours with cutting-edge technology to provide entertainment for geeky adolescents.

121200
MOONEY

SEAN MOONEY

I blackmailed Oliver to get a job here. I don't really "do" anything. And hey, Ollie, as long as I've still got a job here those pictures are safe with me. Sean Mooney, "Multi-Media Interactive Interfacing Integration Consultant"(part-time).

723101
MULTER

SCOTT MULTER

No comment.

424404
RAMIREZ

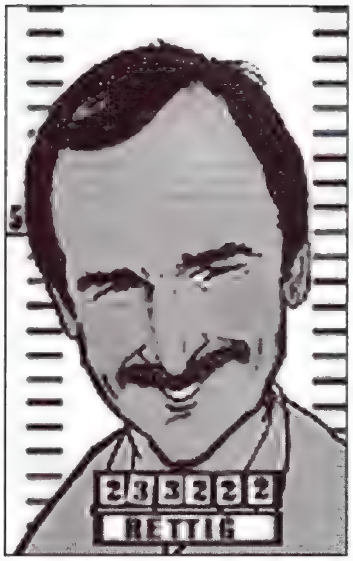
JASON RAMIREZ

Jason has been a professional sound designer and musician for over 12 years. Jason's background is heavily in studio work remixing music tracks and creating custom SFX for radio and television. As the sound designer for *SWAT 2*, Jason's vast knowledge of weapons and tactics was very useful to the team. In Jason's short time with Sierra his credits already include *Lighthouse* (Italian version), *Collier's Encyclopedia*, *The Realm*, and writing the theme music and creating the sound effects for the *Space Quest 7* movie trailer.

227202
RATCLIFFE

JOHN RATCLIFFE

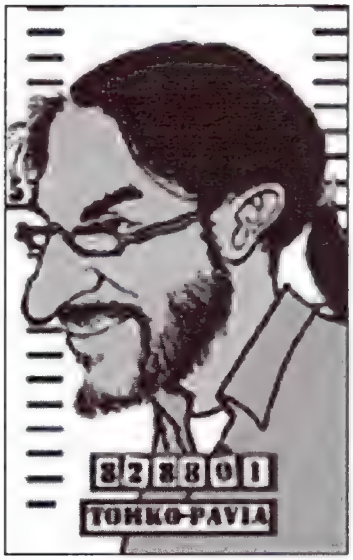
Hi, I'm John Ratcliffe, I work in the Quality Assurance Department (QA). We in QA try to find all the bugs in the games. We look and look for the bugs. We spend hours and hours staring at the monitor. We test the game over and over. Hundreds and hundreds of times. Sitting, looking, testing, hundreds, hours, staring, bugs, over and over, looking, staring, over and over, monitor, staring, staring, staring...Huh!?! What!?! Oh!...I love my job!



JOHN RETTIG

Suspect Recaptured:

Born and raised in San Jose, California. John was incarcerated for three years at a corporation in Sunnyvale. There he served while writing software for systems designed to test the mainframe computers. After being released on good behavior, he fled to the foothills of Oakhurst, California. There he was once again incarcerated and started a life sentence at Sierra On-Line in 1987. After five years, he escaped and fled to an underground safehouse where he hid out for six years, taking on the alias of the Director of Engineering. Once he surfaced, he was apprehended and once again taken into custody by Sierra, where he is currently serving out the rest of his sentence.



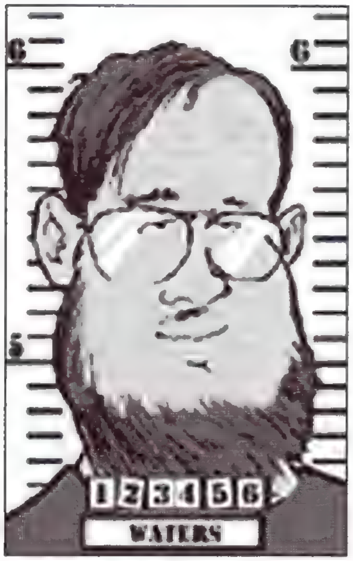
GREG TOMKO-PAVIA

Rarest of the rare, a fey Samurai, Tomko-San once performed his magical Kabuki at a lumber camp on Ganymede. Exiled thence, he and his happy troupe of Mandarin Pandas now roam far and wide across the hill in the backyard. Ever with him is his mighty sword, whose tsuba bears the simple legend: Will Code for Food.

162891
SADAUSKAS

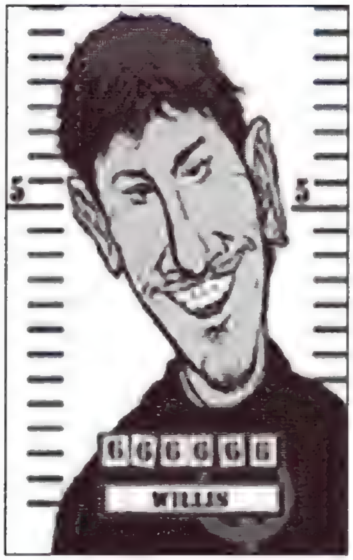
VICTOR SADAUSKAS

Hi…My name is Victor Sadauskas. I sculpt bits for a living. I have to be honest with you though, and I'm not quite sure why I'm opening up like this. I guess it's because I know we're all close friends and I feel safe making myself vulnerable. The fact of the matter is I'm no longer satisfied with my job. Regardless of what you may have heard, being responsible for the programming on a major entertainment software product isn't all that glamorous. I long for a change. I long for…Oliver's job. Daily, I see the joy he brings to others. The smiles and laughter in the eyes of a grateful programmer when Oliver shows up with his pizza. The joy and happiness of an artist when Oliver drops off a case of Pepsi. These little contributions go a long way. They're the backbone of a project. That's where it's at, my friend. It's about support. Keeping the talent happy. And I tell you, happiness is seeing your project manager go the extra mile. Not only washing the car, but waxing it, too. Not only mowing the lawn, but taking the time to edge it… and that time he cleaned my pool. Well, it brought a tear to my eye. Hopefully, one day I can be the beacon of happiness that is a project manager. Anyway, I'm out of time. It's dinnertime, and I'm hungry. Gotta hurry and call Oliver before he tries to go home. Thanks for listening.



BRYAN WATERS

Haven't a clue as to what to say or how. I am a programmer, not an English student. I have 20 units left to get my degree, and they all have a prerequisite of English 101.



CHRIS WILLIS

You might think that the artists who work here at Sierra are either fresh out of school or somehow experienced in the art field (i.e., illustration, fine art, comics, architecture, etc.) but not me. I come from a wooded thicket outside Anchorage, Alaska, where I spent most of my life in a small hut made of sticks and grass. Eating all that was around me and learning from the beasts in the wild, I survived my first 26 years. My father (a walrus tracker) left me for "stillborn" and headed out for the open seas to continue his adventures. Then, in 1992 a Sierra recruiter saw me washing in a nearby pond and, after seeing my unique body tattoos, signed me on that day. Until five and a half years ago, I never knew that people could be so kind and gentle since I only saw them from afar. I would hide in trees and bushes when they came near so as not to scare them. Sierra taught me everything I know, how to write and speak, how to eat with a "spork" and even use the "potty." Thanks to Sierra, I can communicate just like normal people and not grunt with shame like I did in my past. Thanks Sierra—I couldn't have done it without you.

Plug Alert:

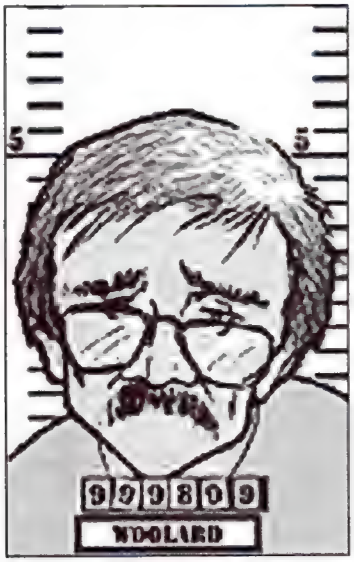
Oh yeah, I worked on other games, too: *Space Quest 6*, *Gabriel Knight*, *Lighthouse*, *EcoQuest* and *King's Quest VII*. Know any of 'em?

JACKIE WOODALL

Wanted: Jackie "The Wildman" Woodall, one of the FBI's Ten Most Wanted.

The Charge: Working in conspiracy with the lead programmer to overthrow the oppressive powers of the project manager and general manager. Accomplices include Victor (AKA Vinnie) Sadauskas and Sean "Babyface" Mooney.

Remarks: Formerly worked as a "programming-gun-for-hire" (contractor) for the U.S. government. While employed by the Navy, he spearheaded efforts to convince others that there were secret forces within the government conspiring against the people of the nation. His educational background includes dropping out of computer science graduate school to pursue an unsavory "game" programming career. As a known social pariah, Mr. Woodall fled from Florida and has been seen hiding in the vicinity of the Sierra Nevada. If you have any information concerning his whereabouts, take no action yourself! Suspect considered armed and extremely dangerous.



DAN WOOLARD

I have worked for Sierra since retreating to the mountains from Moorpark, California, about eight years ago. I started in the duplication department grinding out floppies back in the days when CDs were only found in banks. It was there my talent revealed itself, and I was promptly relegated to shipping. It might've had something to do with those 3,000 boxes of *King's Quest I* ending up in Mexico, but soon after I was asked to join the QA department in spite of the petition. It was here, they decided, I could best make use of my college degree. So, sheepskin in hand—and with a firm grip on its throat to keep it from bleating—I joined the biggest group of misfits in the gaming industry. QA is the most respected phase of the gaming cycle. Everybody loves us. It's the programmers' job to make the game work, and it's our job to say "You suck!" and show them why the game can't possibly ship on time. It is because of this that they grovel at our feet. The other day when Victor came to talk to me about a bug, the first thing I said to him was "You don't have to kneel like that. One leg will do." Now, usually when Victor talks about bugs it has something to do with his underwear, so I just tune him out. But this time, it actually had something to do with the game so I at least pretended to listen. It's this kind of rapport that makes *SWAT 2* great.

APPENDIX A:

SWAT Officers' Bios and Stats

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Biographies

ABERNATHY, RANDY

Randy Abernathy excels in every sport he's ever tried. His current game is racquetball, and he takes on and beats all challengers. He brings this athletic ability into the field, approaching every hostile situation with skills honed by years of experience.

ALLEN, DENNIS

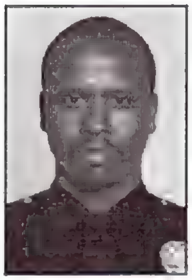
Officer Dennis Allen has a Medal of Valor for rescuing a hostage from a burning building during a shoot-out. He's always trying to get his fellow SWAT officers to go hang-gliding with him. So far, only Vic Desmond has taken him up on the offer.

ANDREWS, BOB

For a tall man, Bob Andrews moves quite well, a talent which comes as no surprise once he mentions his black belt in karate. Though still a pup, Andrews will make a good SWAT officer once he sharpens up his shooting skills.

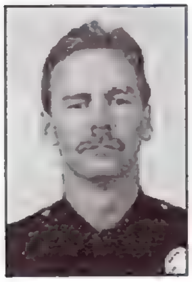
ASH, HOWARD

Howard Ash got his Bachelors degree in anatomy. Then he found out how much medical school costs. He joined the LAPD intending to put himself through paramedic training, but he got hooked on police work and never left.



BAKER, GLENN

Glenn Baker was accepted to SWAT for his potential, not his experience. From the start, he fit right in, comparing SWAT's team spirit to that of a successful basketball team. Simply put, anyone who meets Baker likes him.



BANKS, SANDY

Six months ago, Officer Sandy Banks fractured his wrist wrestling an armed suspect to the ground. Though he's been restored to active duty, his hand-to-hand skills haven't quite returned to par.

BLAIR, KERRY

Preferring to use a stealth entry technique whenever possible, Blair does better in situations requiring thoughtful decisions rather than imme-diate action. Even so, he's a good man to have around when things get up close and personal.

BONDS, SONNY

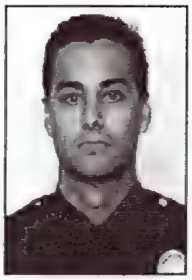
Sonny Bonds was sent to Los Angeles by his superiors in Lytton to learn how the Big Boys play. After a year, he'll return to Lytton to set up a SWAT team there.

BRANDENBURG, KIM

Kim Brandenburg says she owes her excellent marksmanship to childhood hunting trips with her father and brothers. An outstanding officer in all respects, Brandenburg's preference for the Sniper position has earned her the nickname "Dead-Eye."

BROWN, PERRY

The young recruits call him "Grandpa," but Perry Brown chooses to take it as a sign of respect. Like most SWAT officers, he loves his job. Brown's dedication and unimpaired physical reflexes mean retirement is still a long way off.

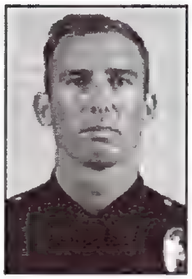


BUCHANAN, JEFF

In just three years, Jeff Buchanan has proven himself a superlative SWAT officer with the necessary physical fitness, mental flexibility, and team spirit to tackle any situation. He is an excellent Element Leader.

CASTANZA, GIL

When Castanza lost his K9 partner in a gun battle five years ago, he decided he needed a change. He applied to D Platoon. Though he enjoys the company of his fellow humans, he thinks he's finally ready to train a new dog.

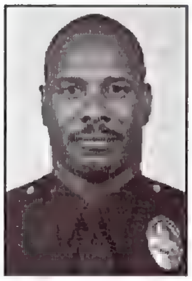


CHOATE, LARRY

Larry Choate hasn't figured out that the best way to respond to a practical joke is revenge. Since he's got a short fuse, he gets angry instead of even. This personality quirk continually makes him the target of the other officers' pranks.

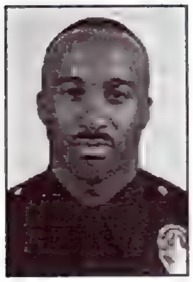
CHRISTIANSON, NICOLE

Still wet behind the ears, Christianson has the intelligence and raw abilities to make a fine SWAT officer once she gets over her newcomer jitters. She's requested that her fellow officers call her "Nic" to help her feel more like one of the guys.



CLARK, LEE

Lee Clark's sport is track and field. When he was 18 years old, he tried out for the 1976 Olympics and placed one spot away from making the team. This experience makes him a superb team player, excelling in tactical movement.

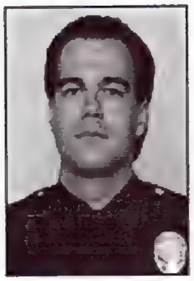


CLEMENT, DOUG

Doug Clement was a paratrooper in the Marines' Recon Rangers before becoming a firefighter. He decided that wasn't exciting enough so he joined the LAPD. He's only been in D Platoon for a year, but he thinks he's finally found a challenging career.

CULLEN, MATTHEW

Matthew Cullen may be small, but he's tough and quick. That's why his fellow officers call him "Chicken Hawk." Smart and ambitious, Cullen needs to brush up on a few skills to become a viable candidate for Element Leader training.



DAVIS, MEL

Mel Davis had a hard time deciding whether to go into D Platoon or the Bomb Squad. What finally made up his mind was a deep-rooted belief in SWAT's life-preserving creed and an appreciation for their team-oriented training philosophy.

DESMOND, VIC

Though a new recruit, Officer Vic Desmond's years as an Eagle Scout left him with an aptitude for working well in a team environment. He's aggressive and quick to learn new skills.

EMMET, MARK

Already a highly skilled shooter and certified Sniper, Mark Emmet has the intelligence and abilities necessary to achieve any goal he sets for himself, whether it's as a future K9 handler or Element Leader.

ENCINAS, JOE

After 11 years as a patrol officer in the San Fernando Valley, Encinas decided he needed more excitement in his life. He's still getting used to the rigorous training but, his even temper and cooperative nature compensate for his lack of experience.

ESPERANZA, LEONARD

After hours, Leonard Esperanza coaches his son's basketball team at the YMCA. Because he could use some extra time on the range, his fellow officers kid him about being better at shooting hoops than targets.

EVANS, MICHAEL

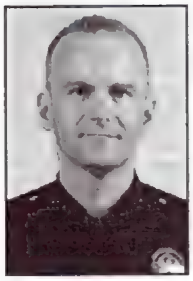
Michael Evans enjoys cross-training in the diverse tactics used by D Platoon, but he doesn't feel the need to specialize in any one area. He says an officer has to be good at everything in order to be ready for whatever the streets throw at him next.

FIELDING, TERRY

When it comes to making decisions, Terry Fielding relies on instinct rather than intellect. Though everyone agrees that he's not the brightest light in the outhouse, Fielding's sharpshooting skill more than makes up for his lack of brain power.

FINKEL, NORM

Not much gets past the perceptive Norm Finkel. He gets annoyed when he overhears his fellow officers make disparaging remarks about his shooting accuracy. Naturally, his reaction only encourages them to dis him more.



FLANIGAN, HARRY

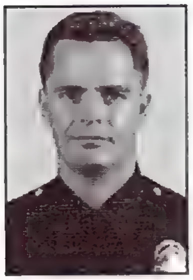
Harry Flanigan has seen a lot go down during his 14 years in SWAT. A talkative guy, he is always ready to share his knowledge with the younger officers, hoping they'll learn from his experience rather than from their own mistakes.

FOX, GREG

A new recruit to SWAT, Greg Fox is young and rather over confident. According to his sergeant, he needs to use his energy construc-tively, devoting more time shooting off his .308 and less time shooting off his mouth.

FUENTES, DAVE

A competitive amateur lifter, Dave Fuentes supervises the weight training in the SWAT workout room. With his squat, muscular build and tenacity, it's no wonder that Fuentes has been dubbed "Bulldog" by the men.



GARRETT, SEAN

Excelling in marksmanship with all weapons, Garrett presents an intimidating force to be reckoned with, especially when he's wearing a blue battle dress uniform and Nomax hood.

GERRERA, BERNARD

As soon as he completed the minimum six years in the LAPD, Bernard Gerrera applied to D Platoon. The recruiting sergeant recognized his potential and accepted him immediately. A marine biology major in college, Gerrera's hobbies are surfing and diving.

GLEASON, STEPHEN

Officer Stephen Gleason excels at tasks requiring brawn rather than brains. Though not always in the best of form, Gleason can rely on his training and years of experience to get the job done.

GONZALEZ, PAT

Whereas some SWAT officers get restless during crisis negotiations, Pat Gonzalez firmly believes in giving a suspect every chance for a peaceful resolution. However, when need be, he also knows how to get in fast to neutralize a dangerous situation.

GRAHAM, DIANE

After eight years as a patrol officer, Diane Graham decided she needed a change of pace. All agree that her personality and intelligence make her ideally suited to be a SWAT officer. The belief is that she will make an excellent Element Leader.

HALL, JACK

Jack Hall is the youngest SWAT officer, the butt of many practical jokes. Hall earned the nickname "Pup" not only for his inexperience, but also for his unabashed enthusiasm.

HERNANDEZ, MANNY

Manny Hernandez is proud of his firearm collection, handed down to him by his father. With his marksmanship abilities, courage, and ability to work well in a team, Hernandez is a valuable addition to any Assault Element.

HILL, RYAN

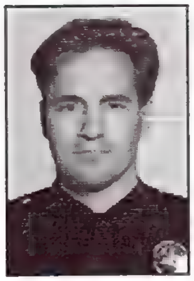
A new recruit to SWAT, Ryan Hill is enthusiastic but untried. Though he's a natural with a handgun, his fellow officers would no doubt appreciate it if he receives some additional training before being assigned to an Element.

HOOD, IVAN

A bow hunter, Ivan Hood relies on swift and silent movement to bring him within range ofhis prey. This talent stands him in good stead during stealth entries where the creak of a misplaced step or the jingle of a loose buckle can spell disaster.

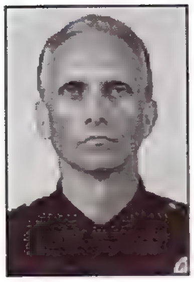
HOPKINS, JIM

Jim Hopkins thinks quicker on his feet than he does in the classroom. However, his years on the high school boxing team have paid off in lightning-quick reflexes and great endurance.



INGRAM, RON

Ron Ingram excels at hand-to-hand combat, though he's not aggressive by nature. He's suspected of being the mastermind behind the plot to tie a smoke bomb to the Metro Captain's muffler. A great team player, he's well liked by all (except possibly the Captain).



JENNINGS, TED

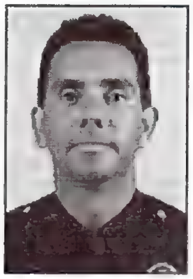
Though he doesn't like to boast, Ted Jennings has accumulated several medals for bravery above and beyond the call of duty. The most recent incident involved a bank robber armed with a submachine gun and high on PCP.

JOHNSON, NICK

Six months ago, Officer Nick Johnson had a tendon in his hand severed while subduing a suspect armed with a knife. Though fully healed, Johnson admits to being more cautious in the field these days.

JORGENSON, ROBIN

Though a member of SWAT for only two years, Robin Jorgenson's intelligence and physical abilities make her one of the more promising junior officers. All she needs now is the confidence gained through experience.



JUAREZ, MIKE

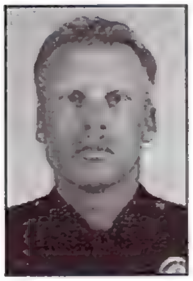
Mike Juarez is the definitive SWAT officer, with the smarts and experience to lead officers into any situation. At this point in his career, he's deciding whether to continue as an Element Leader or pursue an EMT certification.

KINOSHITA, LINDA

Linda Kinoshita's parents wanted her to become a violinist when she grew up, but she ditched her music lessons and took up karate instead. Being in SWAT gives her the excitement she craves as well as the satisfaction of contributing to society.

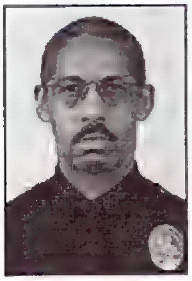
KNIGHT, GARY

Though a bit of arthritis keeps him from moving as quickly as he once did, no one ever questions Gary Knight's bravery. With his years of experience, Knight could write a book on the history of SWAT, and actually plans to do so after he retires.



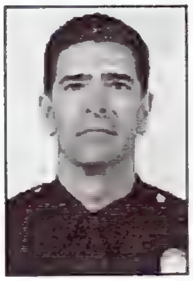
KURTZ, WARREN

The nose tackle on his high school football team, Warren Kurtz made Most Valuable Player three years in a row. It's no wonder that he's often called upon to ram a door or break and rake a window.



LACEY, BRETT

Brett Lacey is quick on the trigger when he needs to be, though that doesn't always mean he hits where he's aiming. Because he's best with the shotgun, Lacey makes a good Rear Guard.



LAMACHIA, WAYNE

When he was a teenager, Wayne LaMachia foiled an armed robbery attempt at a convenience store by sneaking up behind the perpetrator and bashing in his head with a gallon jug of Gallo. He's a great cop, even if he is the first to say so.

LIECHTENSTEIN, LYLE

Lyle Liechtenstein is a talkative, friendly guy who likes animals. He sympathizes with folks who are down on their luck and will always give a suspect the chance to surrender rather than shoot it out.

LONG, ANNA

Police work is a second career for Anna Long. She began her professional life as a high school science teacher. Long says today's classrooms are every bit as dangerous as the streets. The only difference is now she's allowed to carry a gun.

LUNT, DARYL

Daryl Lunt is a true team player who's not afraid of anything. However, he's a bit slow off the mark when it comes to dynamic entries and could benefit from some additional training in that tactic.

LYONS, JAN

Jan Lyons attributes her initial interest in police work to watching the movie *Get Christie Love!* at a formative age. She's happier on the wrestling mat than in the classroom, but with her abilities she's well on her way to becoming an excellent SWAT officer.

MADERA, PETE

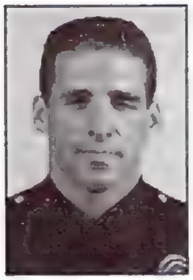
Probably a Western gunslinger in a former life, Pete Madera excels at the combat drill in which targets pop up at random times and locations. It's no coincidence that he's also the best laser tag player in D Platoon.

MANN, KEVIN

Officer Kevin Mann is an avid bird watcher. Though he often gets kidded about his hobby, he says searching for a sulfur-bellied flycatcher through binoculars is quite similar to suspect surveillance through a rifle scope, a skill at which he excels.

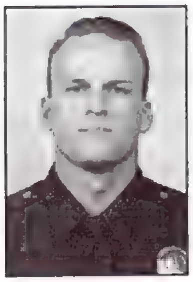
MCDERMOTT, KAREN

As a SWAT pup, Karen McDermott was the target of several practical jokes, but hiding a dead fish in her sergeant's car gained her the respect of her fellow officers. An improving marksman, McDermott hopes to qualify as a Sniper someday.



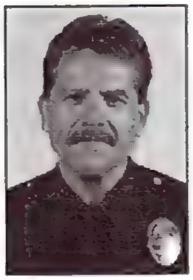
MCEVOY, VEGAS

Vegas McEvoy lives for the rush of adrenaline that hits when he's running down an armed suspect or fast-roping from a helicopter. When he's not on duty, he can usually be found at the hottest clubs, winning dance contests with his sexy wife, Trish.



MCPHERSON, OWEN

Owen McPherson would feel right at home on a Scottish battlefield wielding an ax or club. With his talent for hand-to-hand combat, it's no surprise everyone calls him "Fearsome McPherson." Indeed, he does own bagpipes, which he can't play (due to the restraining order).



MENDOZA, ART

After 25 years in the LAPD, Art Mendoza tends to think routine training exercises are for rookies. However, his Element Leader feels otherwise, encouraging him to spend more time on the basics, and less on cross-training.

MILLER, TINO

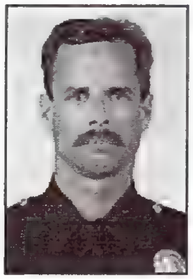
Tino Miller played defense on his high school varsity football team. Because their teams played against each other, a good-natured rivalry sprang up between Miller and Kurtz. This competitive friendship continues both during work hours and when they're off duty.

MILNER, HAL

With his experience and overall high skill levels, Hal Milner could have made sergeant long ago. However, that would mean transferring out of SWAT for at least a year. He prefers to remain in D Platoon as one of the best officers in the outfit.

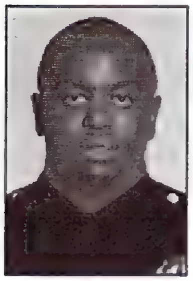
NAZARETIAN, ED

According to the recruitment panel, Ed Nazaretian was born to be in SWAT. As a patrol officer, he and his partner, Thompson, were responsible for breaking up an inner city war by arresting both gang leaders on the same night.



NESTOR, PAUL

Though he could use some extra time on the shooting range, Paul Nestor excels at the specialized skills required of SWAT officers. A man with diverse interests, his hobby is bungee jumping. He also volunteers as a hospital aide on his days off.

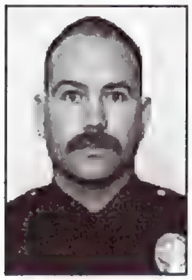


NICHOLSON, BRAD

Officer Brad Nicholson is quick on the draw and a real team player. He organizes SWAT's charity football games against other police and fire departments throughout the country. The money collected goes to the DARE program.

NYE, JOHN

John Nye was in the Bomb Squad for three years before applying to D Platoon. Explosive devices still hold a special place in his heart, though now he concentrates on entry and diversion techniques.

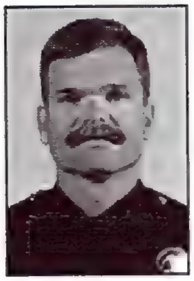


O'CALLAHAN, DEL

Del O'Callahan can move with surprising speed for someone who looks so ungainly. And it's hard to believe from his goofy, lopsided grin that he has a graduate degree in Criminology.

OFFENBACH, JEREMY

Jeremy Offenbach works hard at the things he's interested in, like sharpshooting. In a crisis situation, he'd rather keep his distance, preferring to look through a scope at the bad guy than go face-to-face with him.



OTT, BRUCE

Bruce Ott grew up in East Central LA. When his older brother was killed in a drive-by shooting, his uncle had to lock him in the house and talk him out of getting revenge. Since then, Ott has devoted his life to breaking up gangs…legally.

PADUA, MILO

In his second year as a SWAT officer, Milo Padua challenges himself by volunteering for hazardous situations. His Element Leader continually reminds him that an officer is assigned to duties according to his abilities, not his desire to prove himself.

PAPALEXIS, ALEX

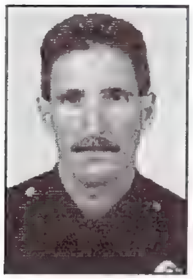
Alex Papalexis is the definitive SWAT officer with high marks in every skill. He knows it's important to take things as they come and always expect the unexpected. It's just a matter of time before Papalexis becomes an Element Leader.

PETERS, STACY

Stacy Peters is an excellent Assaulter: aggressive, smart, and a real team player. As the second female officer recruited to D Platoon, she maintains a continuous friendly rivalry with SWAT's first female officer, Megan Shannon.

PHIPPS, JASON

Like most SWAT officers, Jason Phipps loves his job and wants to work just as long as they'll have him. Although he's started thinking about outfitting his sailboat for a trans-Pacific voyage, his reflexes are still as sharp as those of a man half his age.



POWELL, CHARLIE

Charlie Powell is quick to notice things, but rather slow to react. This can either be an advantage or a disadvantage, depending on whether he is planning a stealth entry or challenging an armed suspect.

PUCKETT, WILL

Will Puckett used to be an EMT, but one night he got called up to stand by during a hostage situation. Watching SWAT in action convinced him to change careers. He became a cop and, after several applications, finally succeeded in passing the tough recruitment process.

QUIRE, BILL

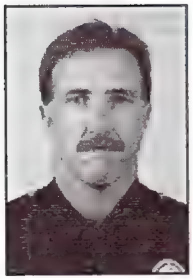
After 10 years in the LAPD, Bill Quire applied to D Platoon at the urging of his in-law, "Doc" Strauss. For once in his life, he's actually glad he listened to his wife's kid brother.

RADMAN, BRIAN "RAD"

Brian Radman trains hard to keep his skills razor sharp. A perfectionist, he demands nothing less of his Element members, who respect and admire him not only for his leadership but for his courage under fire as well.

RATAJAK, NEIL

Neil Ratajak joined the LAPD right out of the Air Force. During his years in SWAT, he's come under hostile fire several times. He says,"Anyone in this business who tells you he's not afraid is either an idiot or he's not telling you the truth."



ROBBINS, BARRY

During his lengthy career, Barry Robbins worked as a patrol officer, an undercover cop, and a homicide detective before joining D Platoon. He says the team spirit and adrenaline rushes of this job suit him better than wearing a tie and sitting behind a desk.

SERES, DAVID

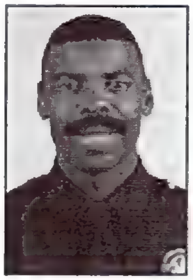
For many years, Officer David Seres tried to hide the fact that he's a ballroom dance instructor in his off hours. Then one evening last summer, Hal Milner's wife dragged him to a class at the community college and the secret was out. Now the guys call him "Twinkletoes."

SHANNON, MEGAN

Megan Shannon was the first woman accepted to D Platoon. After an initial period of adjustment, her fellow officers came to respect her courage and cooperative nature. As quick with a joke as she is with a submachine gun, Shannon is a welcome addition to any team.

SIMMONS, GENE

A killer racquetball player, Gene Simmons is the only one to ever beat Randy Abernathy. He says it's because he plays strategically, relying on shot placement rather than power to overcome his opponent. This philosophy serves him well in crisis situations, too.

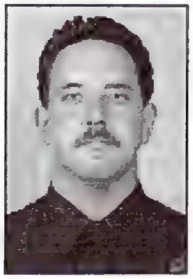


SMITH, TRAVIS

A tri-athlete, Officer Travis Smith enjoys the rigorous training demanded of every SWAT officer. However, during the last shooting house simulation he mistook the Chief of Police for a suspect, prompting his superiors to suggest he get an eye exam ASAP.

STEVENS, CRAIG

The smallest officer in D Platoon, Craig Stevens makes up for his diminutive stature with good marksmanship and a fierce, aggressive attitude that intimidates suspects twice his size.



STRAUSS, KEN "DOC"

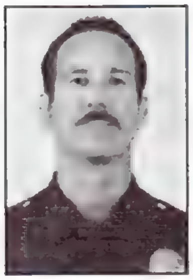
Last year, all the SWAT officers took an advanced first aid course. Officer Ken Strauss turned green and had to leave the classroom during a film showing the effects of a rattlesnake bite on the lower extremities. This squeamish behavior earned him the nickname "Doc."

SWEET, ERIC

Officer Eric Sweet joined the LAPD on his 21st birthday. He says, "There are some people in this world who want to get away with things. Ever since I was a kid I fought the bullies. Guess I want to keep people like that from stepping on everyone else."

TANDY, FRED

Looks can deceive. Though he resembles a hardware store clerk more than a SWAT officer, Fred Tandy is one of the best. Totally cool in a crisis situation, he's proven he's more than willing to put his life on the line for a fellow officer.



TAYLOR, JAY

When he was 35, Jay Taylor's wife left him for another cop in his division. Thinking a change of geography was in order, Taylor applied to Metro Division's D Platoon. Though his ex-wife would no doubt disagree, he excels at working with others.

THOMPSON, VICKI

Though she looks sweet and innocent, Thompson has already fired a weapon in the line of duty more times than most seasoned vets. Thompson works especially well when teamed with her old partner, Ed Nazaretian.

TORRES, ROBERT

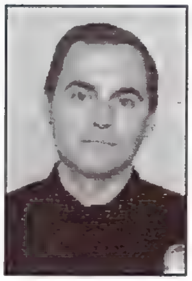
Robert Torres worked in his mother-in-law's antique store before she fired him for breaking more things than he sold. Though it's true he has all the grace of a rhino on roller-skates, Torres also has the rhino's aggression when it comes to charging bad guys.

UNDERHILL, GEORGE

During the LA riots, George Underhill proved his courage by single-handedly protecting a mom-and-pop grocery store from looters. He joined D Platoon because he felt being a SWAT officer provided a good opportunity to contribute to his community.

VAHLSTROM, PAM

An avid athlete, Vahlstrom bikes to work every day from her home in the Hollywood Hills. Also a strict vegetarian, she has to put up with a lot of "ribbing" when she brings tofu burgers to SWAT's summer barbecues held on the Metro station rooftop.



VALLENOVA, JESSE

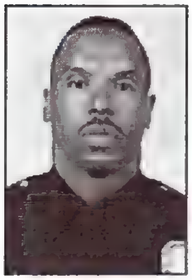
Ever since he was a kid watching SWAT reruns on TV, Officer Jesse Vallenova knew what he wanted to be when he grew up. Last year his dream came true. Still fairly green, Vallenova has the potential to make an excellent SWAT officer.

VANDERVEER, JAMES

Though offered a graduate scholarship in chemistry, Vanderveer opted to become a cop instead. Twenty-one years later, he's one of the most knowledgeable, well-respected officers in the platoon.

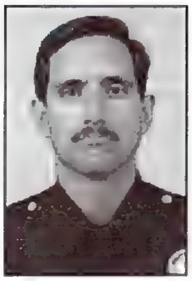
WALTERS, TIM

Last year someone broke into the Captain's car and funneled a can of baby powder down the air conditioning vents. Though nothing was proved, Tim Walters is the prime suspect. Despite his clownish personality (well hidden behind a deadpan expression), Walters is an excellent Element Leader.



WASHINGTON, NED

Ned Washington is a good officer with many years of experience. He takes his work seriously and prefers reading a procedure manual to playing in a pick-up football game. This slightly aloof manner makes effective teamwork difficult at times.

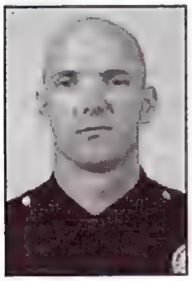


WILLIAMS, ROGER

After 12 fairly uneventful years in the LAPD, Roger Williams was shot by an armed robber. After his recovery, he applied for SWAT because, as he puts it, "I want to be ready next time." An otherwise average officer, he needs to improve with the shotgun.

WOOLARD, ERNIE

Affectionately called "Wooley" due to his advanced years, Officer Ernie Woolard still has what it takes. Several years ago, he shot a woman holding a pistol to her mother-in-law's head. The hostage was rescued unharmed, and Wooley got the Medal of Valor.



YESKER, HANK

Though Hank Yesker is one of those people who just has to work twice as hard, no one questions his courage. His skill with the sniper rifle demonstrates his applied dedication to difficult tasks.

YOUNG, SAM

Sam Young makes up for his lack of experience with intensity and natural ability. He trains hard and functions well in a team environment, even though he still feels a bit hesitant during actual call-ups.

YUEN, KIRK

Officer Kirk Yuen applied for SWAT because routine police work became too "dull and boring." Though you couldn't tell to look at him, he can be as fierce as a tiger. If there's a dangerous assignment, Yuen is the first to volunteer.

ZUMWALT, CLIFF

Though not exceptional in any particular way, Cliff Zumwalt has become a generally accomplished SWAT officer in just a few years. He tackles new skills and strategies with dedication, working at each until he achieves proficiency.

Table A-1. Initial Stats for SWAT Officers

All health starts at 100 percent.

Name	Age	Hazard Pay	Marksmanship: Colt	Marksmanship: SMG	Marksmanship: Shotgun	Marksmanship: Sniper Rifle	Hand-to-Hand	Dynamic Entry	Rappelling	Tear Gas	First Aid	Certified: Sniper	Certified: Element Leader	Certified: Explosives	Certified: EMT	Certified: K9
Abernathy, Randy	41	$300	92%	98%	90%	81%	91%	91%	94%	86%	82%	N	Y	N	N	N
Allen, Dennis	37	$250	73%	68%	65%	82%	63%	91%	83%	74%	73%	N	N	N	N	N
Andrews, Bob	31	$150	68%	63%	67%	93%	97%	62%	77%	74%	74%	N	N	N	N	N
Ash, Howard	37	$250	87%	88%	69%	75%	66%	88%	72%	97%	96%	N	N	N	N	N
Baker, Glenn	28	$150	92%	74%	56%	85%	73%	77%	83%	51%	65%	N	N	N	N	N
Banks, Sandy	39	$200	87%	82%	72%	55%	54%	82%	72%	84%	89%	N	N	N	N	N
Blair, Kerry	42	$250	75%	67%	75%	82%	85%	71%	71%	74%	74%	N	N	N	N	N
Bonds, Sonny	41	$200	96%	96%	83%	81%	92%	87%	87%	82%	81%	N	N	N	N	N
Brandenburg, Kim	43	$200	81%	85%	82%	100%	81%	85%	77%	78%	77%	Y	N	N	N	N
Brown, Perry	57	$300	75%	68%	82%	69%	88%	74%	78%	74%	72%	N	N	N	N	N
Buchanan, Jeff	29	$250	85%	92%	85%	84%	89%	97%	90%	87%	100%	N	Y	N	Y	N
Castanza, Gil	31	$250	74%	87%	85%	75%	92%	83%	77%	82%	85%	N	N	N	N	N
Choate, Larry	37	$250	77%	77%	77%	74%	82%	72%	85%	74%	77%	N	N	N	N	N
Christianson, Nicole	28	$150	72%	77%	71%	69%	73%	88%	87%	66%	74%	N	N	N	N	N
Clark, Lee	41	$250	72%	62%	68%	75%	86%	82%	84%	88%	72%	N	N	N	N	N

Name	Age	Hazard Pay	Marksmanship: Colt	Marksmanship: SMG	Marksmanship: Shotgun	Marksmanship: Sniper Rifle	Hand-to-Hand	Dynamic Entry	Rappelling	Tear Gas	First Aid	Certified: Sniper	Certified: Element Leader	Certified: Explosives	Certified: EMT	Certified: K9
Clement, Doug	34	$150	73%	95%	76%	85%	84%	93%	74%	79%	68%	N	N	N	N	N
Cullen, Matthew	41	$250	82%	78%	69%	76%	86%	81%	67%	83%	82%	N	N	N	N	N
Davis, Mel	39	$250	81%	74%	59%	83%	79%	98%	99%	85%	76%	N	N	N	N	N
Desmond, Vic	29	$150	71%	77%	84%	87%	68%	68%	87%	83%	82%	N	N	N	N	N
Emmet, Mark	33	$250	98%	76%	98%	100%	92%	71%	55%	71%	73%	Y	N	N	N	N
Encinas, Joe	34	$200	69%	73%	85%	75%	86%	81%	78%	87%	82%	N	N	N	N	N
Esperanza, Leonard	44	$250	66%	86%	82%	84%	71%	85%	62%	75%	79%	N	N	N	N	N
Evans, Michael	38	$200	77%	82%	61%	65%	82%	84%	89%	83%	82%	N	N	N	N	N
Fielding, Terry	33	$250	99%	73%	69%	100%	81%	83%	79%	72%	76%	Y	N	N	N	N
Finkel, Norm	41	$250	53%	51%	68%	73%	72%	87%	96%	83%	86%	N	N	N	N	N
Flanigan, Harry	44	$300	85%	88%	75%	89%	74%	86%	92%	75%	86%	N	N	N	N	N
Fox, Greg	30	$150	79%	86%	59%	57%	52%	77%	74%	75%	79%	N	N	N	N	N
Fuentes, Dave	39	$250	68%	75%	66%	95%	72%	88%	79%	87%	81%	N	N	N	N	N
Garrett, Sean	36	$250	81%	81%	86%	92%	76%	63%	78%	64%	64%	N	N	N	N	N
Gerrera, Bernard	29	$200	74%	85%	85%	83%	64%	66%	74%	63%	66%	N	N	N	N	N
Gleason, Stephen	44	$250	82%	88%	87%	84%	77%	83%	87%	81%	87%	N	N	N	N	N
Gonzalez, Pat	45	$300	83%	63%	61%	55%	96%	94%	69%	83%	86%	N	N	N	N	N

Name	Age	Hazard Pay	Marksmanship: Colt	Marksmanship: SMG	Marksmanship: Shotgun	Marksmanship: Sniper Rifle	Hand-to-Hand	Dynamic Entry	Rappelling	Tear Gas	First Aid	Certified: Sniper	Certified: Element Leader	Certified: Explosives	Certified: EMT	Certified: K9
Graham, Diane	28	$250	81%	83%	58%	72%	67%	87%	72%	86%	83%	N	N	N	N	N
Hall, Jack	27	$150	72%	87%	61%	71%	91%	55%	83%	81%	89%	N	N	N	N	N
Hernandez, Manny	32	$250	93%	97%	73%	79%	81%	82%	82%	84%	91%	N	N	N	N	N
Hill, Ryan	35	$150	97%	81%	74%	83%	58%	64%	78%	82%	86%	N	N	N	N	N
Hood, Ivan	39	$250	72%	84%	77%	73%	61%	71%	82%	64%	66%	N	N	N	N	N
Hopkins, Jim	33	$250	85%	86%	89%	85%	91%	68%	63%	85%	83%	N	N	N	N	N
Ingram, Ron	31	$200	81%	89%	95%	58%	97%	75%	88%	64%	61%	N	N	N	N	N
Jennings, Ted	49	$300	89%	76%	83%	83%	83%	79%	72%	74%	74%	N	N	N	N	N
Johnson, Nick	33	$250	82%	86%	75%	74%	61%	85%	81%	83%	86%	N	N	N	N	N
Jorgenson, Robin	34	$250	87%	65%	85%	72%	77%	83%	81%	73%	71%	N	N	N	N	N
Juarez, Mike	45	$350	83%	86%	79%	86%	86%	91%	82%	74%	95%	N	Y	N	N	N
Kinoshita, Linda	29	$200	74%	78%	78%	89%	91%	86%	84%	80%	87%	N	N	N	N	N
Knight, Gary	51	$300	68%	84%	87%	65%	73%	84%	81%	62%	61%	N	N	N	N	N
Kurtz, Warren	36	$250	72%	74%	86%	88%	58%	95%	83%	89%	89%	N	N	N	N	N
Lacey, Brett	48	$300	72%	61%	94%	72%	87%	82%	77%	83%	89%	N	N	N	N	N
LaMachia, Wayne	44	$350	95%	89%	81%	93%	89%	68%	86%	76%	76%	N	N	N	N	N
Liechtenstein, Lyle	31	$250	77%	72%	75%	62%	65%	64%	75%	82%	81%	N	N	N	N	N

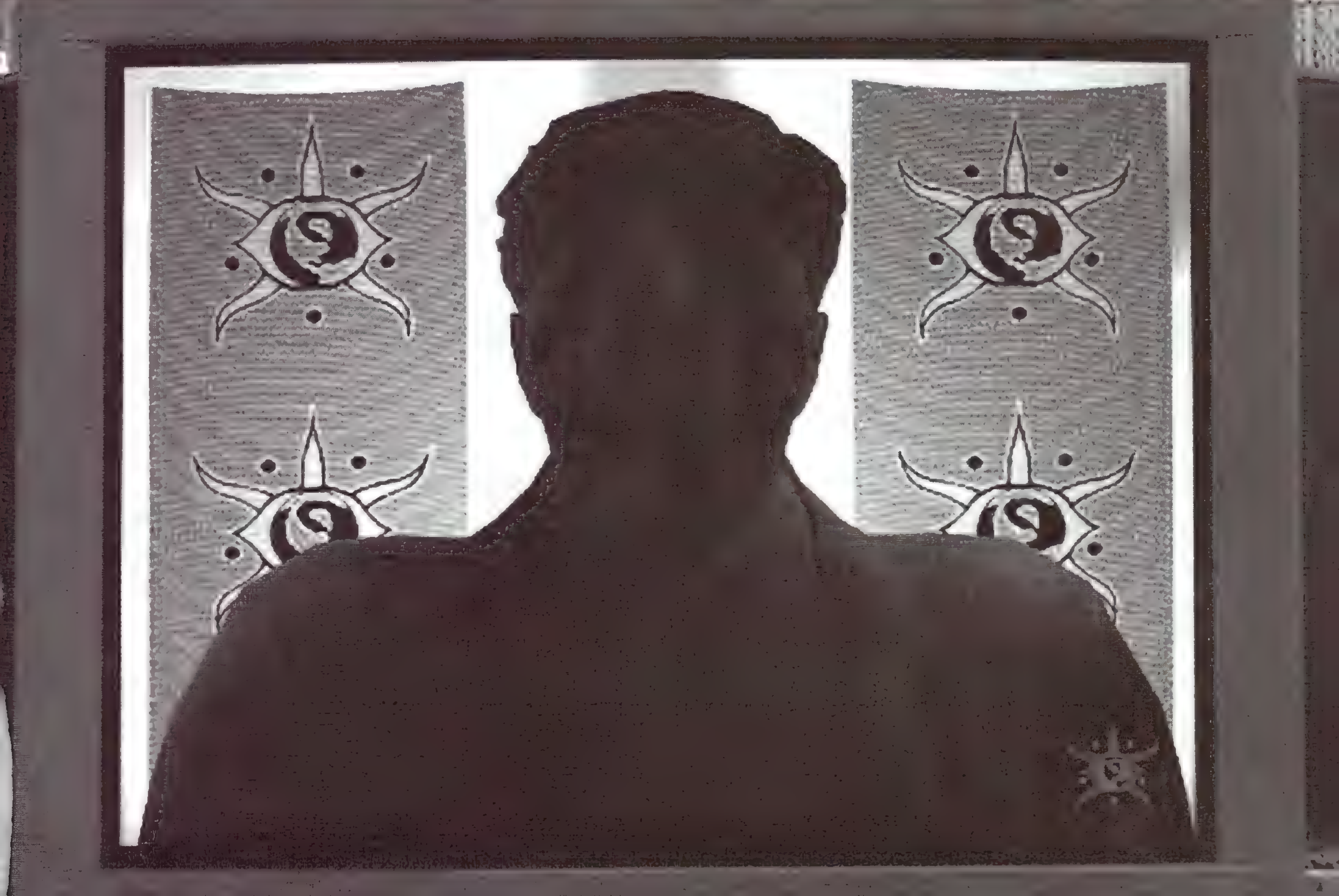
Name	Age	Hazard Pay	Marksmanship: Colt	Marksmanship: SMG	Marksmanship: Shotgun	Marksmanship: Sniper Rifle	Hand-to-Hand	Dynamic Entry	Rappelling	Tear Gas	First Aid	Certified: Sniper	Certified: Element Leader	Certified: Explosives	Certified: EMT	Certified: K9
Long, Anna	35	$150	77%	63%	75%	74%	95%	76%	82%	79%	75%	N	N	N	N	N
Lunt, Daryl	39	$250	79%	71%	81%	65%	63%	58%	89%	88%	89%	N	N	N	N	N
Lyons, Jan	36	$200	61%	85%	84%	97%	93%	87%	63%	79%	77%	N	N	N	N	N
Madera, Pete	46	$300	87%	84%	75%	61%	67%	83%	88%	87%	84%	N	N	N	N	N
Mann, Kevin	36	$200	83%	79%	87%	100%	75%	84%	74%	81%	84%	Y	N	N	N	N
McDermott, Karen	32	$150	73%	62%	91%	85%	87%	96%	86%	69%	66%	N	N	N	N	N
McEvoy, Vegas	34	$300	75%	71%	69%	71%	78%	71%	99%	68%	67%	N	N	N	N	N
McPherson, Owen	35	$250	61%	76%	85%	91%	97%	65%	68%	63%	64%	N	N	N	N	N
Mendoza, Art	50	$250	77%	65%	87%	65%	78%	84%	83%	82%	89%	N	N	N	N	N
Miller, Tino	34	$250	81%	74%	88%	79%	89%	53%	84%	77%	73%	N	N	N	N	N
Milner, Hal	49	$300	87%	92%	74%	80%	81%	82%	87%	75%	82%	N	N	N	N	N
Nazaretian, Ed	29	$150	61%	73%	53%	76%	85%	86%	84%	56%	57%	N	N	N	N	N
Nestor, Paul	36	$250	78%	86%	69%	83%	76%	88%	99%	97%	94%	N	N	N	N	N
Nicholson, Brad	33	$250	84%	85%	87%	75%	66%	58%	75%	63%	67%	N	N	N	N	N
Nye, John	37	$250	74%	76%	96%	73%	68%	100%	62%	58%	51%	N	N	Y	N	N
O'Callahan, Del	38	$300	72%	89%	71%	88%	71%	71%	62%	74%	78%	N	N	N	N	N
Offenbach, Jeremy	41	$250	87%	71%	83%	92%	62%	73%	74%	82%	81%	N	N	N	N	N

Name	Age	Hazard Pay	Marksmanship: Colt	Marksmanship: SMG	Marksmanship: Shotgun	Marksmanship: Sniper Rifle	Hand-to-Hand	Dynamic Entry	Rappelling	Tear Gas	First Aid	Certified: Sniper	Certified: Element Leader	Certified: Explosives	Certified: EMT	Certified: K9
Ott, Bruce	36	$300	58%	74%	75%	98%	83%	82%	88%	97%	98%	N	N	N	N	N
Padua, Milo	30	$200	72%	56%	89%	64%	98%	77%	66%	65%	66%	N	N	N	N	N
Papalexis, Alex	39	$250	93%	95%	89%	86%	92%	97%	82%	84%	95%	N	N	N	N	N
Peters, Stacy	38	$250	71%	78%	89%	78%	72%	76%	84%	87%	86%	N	N	N	N	N
Phipps, Jason	51	$350	88%	84%	73%	94%	94%	67%	87%	89%	85%	N	N	N	N	N
Powell, Charlie	34	$200	87%	67%	85%	76%	84%	83%	86%	73%	79%	N	N	N	N	N
Puckett, Will	35	$250	82%	71%	73%	79%	57%	83%	87%	96%	97%	N	N	N	N	N
Quire, Bill	36	$200	61%	82%	76%	76%	86%	82%	82%	86%	82%	N	N	N	N	N
Radman, Brian "Rad"	37	$200	87%	82%	73%	79%	98%	91%	89%	99%	93%	N	Y	N	N	N
Ratajak, Neil	39	$250	82%	91%	83%	85%	69%	84%	63%	76%	79%	N	N	N	N	N
Robbins, Barry	46	$300	62%	84%	69%	72%	82%	85%	76%	78%	87%	N	N	N	N	N
Seres, David	46	$250	81%	74%	72%	89%	83%	83%	74%	76%	75%	N	N	N	N	N
Shannon, Megan	40	$250	85%	98%	67%	85%	82%	96%	81%	86%	86%	N	N	N	N	N
Simmons, Gene	43	$300	71%	83%	88%	74%	58%	81%	64%	77%	76%	N	N	N	N	N
Smith, Travis	37	$300	72%	62%	64%	65%	76%	82%	64%	81%	86%	N	N	N	N	N
Stevens, Craig	35	$250	83%	81%	86%	68%	75%	93%	86%	76%	75%	N	N	N	N	N
Strauss, Ken "Doc"	30	$200	72%	77%	98%	93%	88%	68%	84%	72%	49%	N	N	N	N	N

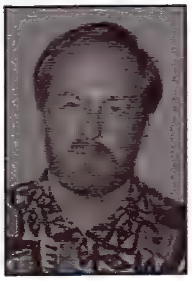
Name	Age	Hazard Pay	Marksmanship: Colt	Marksmanship: SMG	Marksmanship: Shotgun	Marksmanship: Sniper Rifle	Hand-to-Hand	Dynamic Entry	Rappelling	Tear Gas	First Aid	Certified: Sniper	Certified: Element Leader	Certified: Explosives	Certified: EMT	Certified: K9
Sweet, Eric	35	$250	53%	87%	83%	69%	81%	79%	71%	78%	74%	N	N	N	N	N
Tandy, Fred	38	$300	87%	83%	97%	73%	87%	85%	68%	86%	84%	N	N	N	N	N
Taylor, Jay	43	$250	72%	58%	71%	84%	75%	87%	62%	77%	71%	N	N	N	N	N
Thompson, Vicki	27	$150	81%	76%	83%	76%	97%	66%	67%	57%	55%	N	N	N	N	N
Torres, Robert	38	$200	72%	93%	72%	77%	62%	83%	69%	94%	97%	N	N	N	N	N
Underhill, George	29	$150	79%	61%	87%	68%	88%	88%	66%	77%	79%	N	N	N	N	N
Vahlstrom, Pam	33	$200	55%	74%	71%	86%	73%	81%	74%	62%	64%	N	N	N	N	N
Vallenova, Jesse	29	$150	81%	76%	82%	61%	79%	64%	82%	79%	78%	N	N	N	N	N
Vanderveer, James	42	$350	98%	90%	94%	90%	92%	95%	87%	85%	97%	N	N	N	N	N
Walters, Tim	40	$300	94%	82%	83%	73%	85%	90%	83%	90%	82%	N	Y	N	N	N
Washington, Ned	37	$300	95%	96%	84%	80%	83%	83%	87%	85%	82%	N	N	N	N	N
Williams, Roger	42	$250	73%	72%	56%	87%	56%	84%	52%	96%	91%	N	N	N	N	N
Woolard, Ernie	54	$300	79%	69%	74%	67%	58%	79%	94%	83%	86%	N	N	N	N	N
Yesker, Hank	32	$200	66%	64%	65%	92%	88%	61%	84%	78%	79%	N	N	N	N	N
Young, Sam	36	$200	73%	74%	87%	71%	89%	86%	84%	85%	81%	N	N	N	N	N
Yuen, Kirk	38	$200	77%	81%	82%	79%	75%	63%	83%	81%	82%	N	N	N	N	N
Zumwalt, Cliff	31	$200	76%	71%	81%	62%	83%	84%	79%	75%	76%	N	N	N	N	N

APPENDIX B:

Terrorists' Bios and Stats



Biographies



ADAMS, CHARLIE

One of the founders of the Five Eyes, Charlie Adams owns 40 acres in the San Gabriel Mountains. This was the Order's original headquarters, far from the prying eyes of neighbors, cops, and other watchdogs of society.

ALLEMANDER, EDGAR

A SCUBA diver who spear-hunts sharks, Edgar Allemander admires his prey for their aggression and endurance. He loathes weak men who won't take matters into their own hands. Like a shark that smells blood, Allemander turns vicious if he senses fear.

ARNETT, BIG JIM

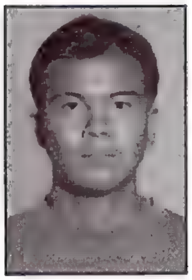
A shop teacher at a San Fernando Valley high school, Big Jim Arnett deplores the lack of discipline and respect among today's youth. He thinks public schools should be modeled after military academies, with corporal punishment taking the place of counseling.

ARNETT, JIM

Jim Junior was raised with a firm hand...a firm hand that held a strap. Though he's not very quick on the uptake, he is a good team player who fights hard in a futile attempt to win his father's respect and approval.

BASILETTI, TONY

Tony Basiletti was introduced to the Five Eyes by his private tutor, Ronald Ledbetter. Ledbetter's home-schooling taught more about explosives than exponentials, and his history lessons were based primarily on guerrilla tactics and espionage.



BRILLHART, ANDY

Andy Brillhart is a confused and angry young man, full of contradictions and volatile moods. He's short-tempered and irritable with some, pleasant and conversational with others. While he's good with explosives, he has a poor track record with booby traps.

CAFFREY, MIKE

Having honed his fighting skills in the military, Mike Caffrey backs down from no one. He joined the Five Eyes shortly after his honorable discharge. While the Order's philosophy is a bit "touchy-feely" for him, he appreciates the strict military regimen.

CAVASOS, MARTIN

Upon his return from Vietnam, Martin Cavasos started thinking about all the innocent people he'd killed. After some reflection, he decided to put his sharpshooting skills to better use, taking out politicians he felt deserved to die for causing him to kill others.

CLEMONS, JOHNATHAN

All American and proud of it, Johnathan Clemons is sickened by the direction national government is taking. A good friend of Charlie Adams, Clemons is one of the Five Eyes founders. Militant and highly trained, he is lethal with any type of firearm.

CLEMONS, STEVE

Although Steve Clemons never got along well with his dad, they've always shared the same political views. Steve tries to be everything to his sons that his father wasn't for him. He thinks the Order is a good place to spend quality time with his family.

CLEMONS, ROBBIE

The third generation of Clemonses in the Five Eyes, Robbie joined last year after a recruitment lunch with his father, Steve. Though a bit leery of their radical politics, Robbie works toward the Order's goals to please his dad.

COOK, CARTER

Carter Cook believes he'll never fit into normal society, and he has good reason to think so. Orphaned when he was four, he carried a feeling of abandonment with him as he moved from place to place and job to job. He says he's finally found a family in the Five Eyes.

DAUGHERTY, RORY

An Irish immigrant, Rory Daugherty came to America to get away from the oppression experienced in his youth. He soon realized the United States was also in need of radical change. He sought out the Five Eyes, hoping his skills would be useful in the coming revolution.

DEWEY, BERNARD

Bernard Dewey grew up believing in peace, equal rights, and freedom for all Americans. Then he was drafted. After fighting in Vietnam and returning to an unemployment line, he feels the government owes him.

DUNCAN, DARVIN

Darvin Duncan has been Joe Average all his life, and he's sick of it. He's rebelled against the system in a quiet way by tearing up his Social Security card. He has a hard time cashing checks now, but he feels his triumph over the bureaucrats is well worth the inconvenience.

ERNST, WOODY

Woody Ernst is one of the Five Eyes' explosive specialists. His sarcastic personality keeps the others at bay, though they respect his intelligence and skill with bombs. An egotistic loner, Ernst is his own biggest fan.

FOWLER, STEVE

Steve Fowler wrote *The Soul-Preservation Handbook: A Spiritual Guide to Survival in the 21st Century.* This book is required reading for all Five Eyes recruits. They're thoroughly tested on its basic tenets of metaphysics, freedom, brotherhood, technology, and explosives.

FREEMAN, RUPERT

A construction accident left Rupert Freeman with a sliver of metal lodged in his brain. This iron supplement didn't improve his questionable intellectual capacity. He's also prone to random acts of violence —not necessarily a bad thing for a Terrorist.

GASKIN, TROY

As an aspiring actor caught unemployed between waiter jobs, Troy Gaskin once watched TV for 57 straight hours. During this marathon he realized television is evil, the true opiate of the masses. He proselytized this viewpoint from street corners until recruited into the Five Eyes.

GOSS, SEYMOUR

Seymour Goss holds life-long grudges against any who have gone against him. This includes his mailman, congressman, priest, high school principal, and, most recently, the local news station for denying him the right to air his views.

GOSS, STANLEY

When he was a teenager, Stanley Goss resented the evenings his dad spent with the Five Eyes. Now that he's older, he understands that spiritual enlightenment takes precedence over the more mundane concern of raising a child. But he still hates his old man.

HANCEY, MORRIS

Morris Hancey worked as a fender welder for an American automobile manufacturer whose advertisements feature happy employees in a family-style work environment. Then he got fired. He joined the Five Eyes in an attempt to regain that warm, fuzzy feeling of belonging.

HEINZ, KARL

Karl Heinz is a man of few words, but he gets things done with an agreeable determination that can erode mountains. Familiar with the ways of the world, he supplies the Order with hard-to-find gear and weapons at reasonable prices.

HICKSON, DEXTER

A used car salesman, Dexter Hickson quit his job to become the teacher for the Order's children. Though the nine-year-olds tend to be smarter than he is, Hickson is brave and thoroughly dedicated to the Five Eyes ideology.

JORDAN, BUSTER

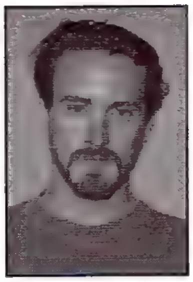
Though not very bright, Buster Jordan excels at following orders. He's also a good marksman. That just about sums it up for Jordan.

JU, AARON

Though more highly skilled in explosives, Aaron Ju looks up to his older brother in all things. When separated from Tomas, Aaron turns into a coward, likely to surrender at the first sign of danger.

JU, TOMAS

Products of Ronald Ledbetter's school for boys, whatever the Ju brothers lack in fundamental reading and writing skills, they make up for with their knowledge of Five Eyes dogma. They both have friendly, cooperative attitudes based primarily on their fear of authority figures.



KUFFSMAN, RUSSELL

Russell Kuffsman worked as a trauma team nurse in an LA hospital emergency room. After several years attempting to staunch the unending bloodshed, he had a nervous breakdown. Upon his recovery, he cried out against senseless violence, but only the Five Eyes would listen.

LEDBETTER, RONALD

Ronald Ledbetter was a high school chemistry teacher until he got fired for encouraging an extra credit assignment that required a soda bottle, matches, and a gasoline-soaked rag. He keeps his teaching skills sharp by home-schooling promising young men.

MAI, LOU

Mai thinks he was born in the wrong time period. He believes modern technology has made everything far too complicated. He prefers to fight with a knife, considering it a much more honorable art than shooting.

MANTEE, DUKE

Duke Mantee was born Harvey Schvantz, but he legally changed his name to demonstrate his admiration for Humphrey Bogart. Ever since he saw *The Petrified Forest*, he idealized Bogie's character as the archetypal man: tough, independent, indebted to no one for anything.

MEEK, CURTIS

Curtis Meek is an explosives expert who used to work for the government. When an experiment literally blew up in his face, he was trapped in the ensuing fire. Though he was pulled to safety at the last minute, his recovery was so painful he almost wished he had died.

MELTON, STEWART

Stewart Melton is thinking about starting his own branch of the Order, but he's too disagreeable to win the support of other members. Though difficult to work with, he's appreciated for his marksmanship with the automatic submachine gun.

MIDDLETON, HERBERT

A CPA by profession, Herbert Middleton is the Five Eyes' bookkeeper. His loathing for the government, in particular the IRS, evinces itself in the exquisitely creative income tax returns he prepares for Five Eyes members.

MURDOCK, CLAUDE

Three years ago, Claude Murdock joined up with his friend, Lester Scroggins. Since then, they've had a falling out (though neither will divulge the cause of their disagreement). Chain smoking has shot Murdock's endurance all to hell, but he never falters under fire.

NOLAN, DWAYNE

Originally from Tennessee, Dwayne Nolan still thinks his sister is the prettiest girl he's ever seen. He can take out a squirrel's eye at 100 yards, and he'll willingly give you the shirt off his back. Just don't ask him to explain tomorrow's weather forecast.

OSBORNE, ALFRED

When Alfred Osborne was practicing booby trap deployment, he accidentally blew off several fingers on his left hand. Understandably, this experience made him jumpy and quick to react, though he refuses to go anywhere near booby traps again.

OWENS, RICHMOND

Ever since he was a kid, Owens found himself in the middle of every playground scuffle and bar brawl. He thinks of himself as a good-natured guy who just can't seem to hold his tongue or keep his fists in his pockets.

PACKER, EDDIE

Eddie Packer has spent ten of his 30 years behind bars on charges ranging from shoplifting to armed robbery to assault. He was arrested every time he committed a crime (a fact that finally tipped him off that he was in the wrong line of work).

PARKS, CHARLES JAMES (CJ)

CJ Parks is a surly young man with the hots for his father's third wife. He's got good endurance from years of dodging Eugene when the old man was drunk. An accident in his boyhood involving a firecracker and a body orifice has made him leery of explosives.

PARKS, EUGENE

The elder Parks joined the Five Eyes because real estate developers cheated him out of his land in the Valley, or so he claims. Married to a younger woman, last year he forced his son CJ to join so he could keep an eye on him.

PEREZ, GORDON

Gordon Perez is a defense lawyer who specializes in cases against the government. After years of watching the poor get screwed by the wealthy, he has lost faith in the legal system. He says, "Revolution is in the air, and I plan to be on the front lines."

PIGEON, JEFFREY

After his honorable discharge, Jeffrey Pigeon protested the Vietnam war by writing songs that rocked with angry social commentary. Nowadays, he says the streets are so violent no one listens to mere words anymore.

RABOURNE, DICK

No one's really sure what Dick Rabourne does for a living but he always seems to have plenty of money. He likes to throw it around too, to impress his friends. The ladies come to him like fish to bait, but once he's hooked them, he throws them back.

REESE, MARIANNE

An associate professor in sociology, Marianne Reese suffers the aggravations of University politics in order to instill in her students a sense of righteous indignation for a diseased society. Reese has a knack of putting concepts into words that make good sense.

RICHARDS, DAN

Dan Richards' brother was killed in a drive-by shooting. By the time the ambulance arrived on the scene an hour later, Tom had bled to death. Richards knows he doesn't have all the answers, but he sure as hell wants to ask someone some tough questions.

RIMMER, HENRY

Henry Rimmer became a garbage collector after flunking out of high school. Hoisting cans has made him agile, but looking at other people's trash every day taught him to loathe the wasteful materialism of the typical American consumer.

ROBERTS, KENT

You can take the man out of the jungle, but you can't take the jungle out of the man. Exposed to Agent Orange, Kent Roberts has chronic health problems and a deep-rooted hatred of the Veteran's Administration, but he's still as smart and quick as a tiger.

ROGERS, RALPH

Ralph Rogers is an unimpressive guy who works in an auto parts store. He's so uncharismatic that in his entire life he's only influenced two people. He talked a woman into conceiving his son, and he talked his son into joining the Five Eyes.

ROGERS, RUDY

Rudy Rogers has his dad's penchant for misplaced facial hair, but there the similarities end. Though barely old enough to drive, Rudy has the brains and bravery that his old man lacks. He joined the Five Eyes to please his dad, hoping to make them closer.

SCROGGINS, LESTER

Lester Scroggins is an agreeable guy who gets along well with everyone except Claude Murdock. Neither of them will divulge the cause of the misunderstanding, though Scroggins has been heard to mutter something about a bottle of Yukon Jack, a video camera, and a bullwhip.

SEEGER, PATRICK

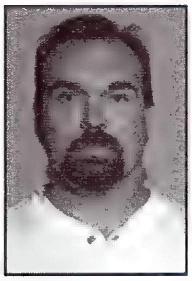
Patrick Seeger joined the Five Eyes because his girlfriend left him for a cop. This betrayal and the Five Eyes' teachings opened his eyes to the evils of bureaucracy and government. Now he's vowed revenge against the system that destroyed his love life.

SKILLINGS, NORMAN

Norman Skillings boxed competitively when he was in the Navy. He enjoyed the carnage so much that he'd ignore the bell and continue to blissfully pound his opponent into oblivion. His superior officers frowned on this enthusiasm and took him out of the ring.

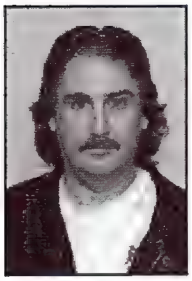
SMOOT, BUD

Bud Smoot learned to sharpshoot by hunting deer and wild turkey in his native Ozark Mountains. A coward by nature, he still prefers to do his killing from a safe distance, preferably while his target's back is turned.



TIMMINGS, PETER

A Vietnam vet, Peter Timmings likes to go out in the woods for months at a time to relive the "good old days." He boasts that he can still run down a deer and strangle it with his bare hands.



TROXEL, BLACKIE

Blackie Troxel worked at the Postal Service where he'd take out his frustrations on poor, unsuspecting letters and parcels. He finds his current job as a package handler in an express mail warehouse much more rewarding (fewer supervisors and bigger boxes to mangle).

TURNER, CHRISTA

Christa Turner is an inventor with a degree in chemical engineering. When she's busy tinkering with an explosive device, her fingers move faster than the eye can see. She often forgets to take time out for food, sleep, or basic personal hygiene.

WAYLAND, THOMAS

Napoleon's got nothing on Tiny Tom Wayland. In close combat, this guy fights with everything he's got, including teeth and fingernails. His resemblance to a Chihuahua on PCP has been duly noted.

WHITLOCK, GARY

An excellent marksman, Gary Whitlock's primary shortcoming is his tendency to shoot first and think later. There are few Order members comfortable with the idea of having Whitlock cover their behinds.

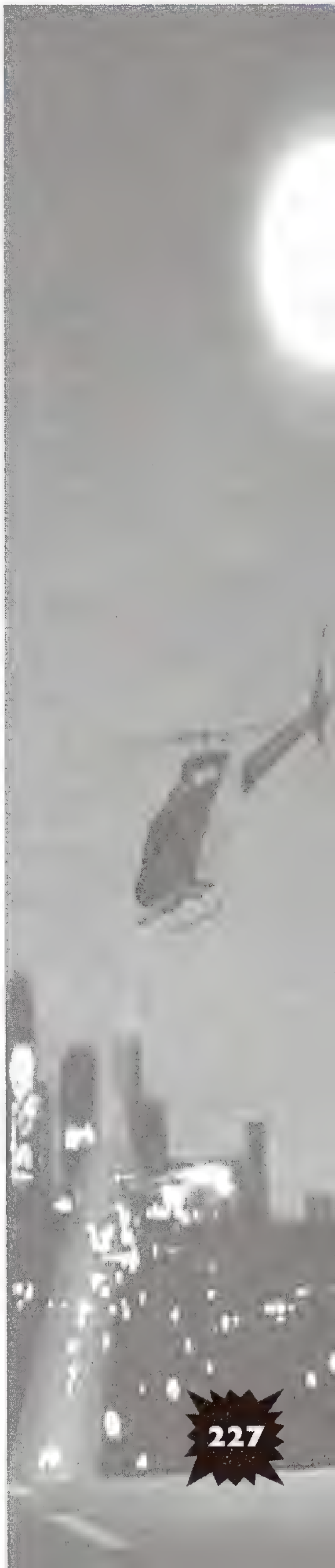


Table B-1. Initial Stats for Terrorists.

All health starts at 100 percent.

Terrorist's Name	Age	Terrorist Pay	Years in Organization	Marksmanship: Magnum	Marksmanship: Auto Rifle	Marksmanship: Sniper Rifle	Hand-to-Hand	Grenades	Bombs	Booby Traps
Adams, Charlie	48	$300	12	50%	60%	56%	68%	76%	88%	82%
Allemander, Edgar	34	$150	4	86%	67%	48%	67%	57%	56%	59%
Arnett, Big Jim	56	$150	10	87%	78%	54%	67%	74%	53%	50%
Arnett, Jim Jr.	28	$150	5	59%	65%	41%	73%	78%	88%	50%
Basiletti, Tony	17	$100	1	73%	66%	75%	63%	60%	93%	83%
Brillhart, Andy	26	$150	5	60%	62%	49%	61%	87%	84%	28%
Caffrey, Mike	44	$100	4	34%	65%	66%	82%	81%	68%	82%
Cavasos, Martin	46	$200	10	87%	80%	85%	67%	75%	52%	72%
Clemons, Johnathan	51	$300	12	91%	94%	87%	48%	75%	73%	58%
Clemons, Steve	45	$150	7	33%	54%	70%	84%	71%	67%	69%
Clemons, Robbie	21	$75	1	58%	81%	70%	76%	90%	60%	18%
Cook, Carter	23	$100	3	77%	79%	64%	70%	40%	82%	38%
Daugherty, Rory	35	$150	6	61%	82%	45%	80%	82%	36%	65%
Dewey, Bernard	51	$200	9	81%	57%	74%	53%	81%	45%	60%
Duncan, Darvin	34	$150	8	40%	75%	59%	54%	34%	81%	77%
Ernst, Woody	36	$150	8	32%	65%	53%	54%	42%	97%	69%
Fowler, Steve	52	$300	12	80%	59%	52%	60%	57%	57%	66%
Freeman, Rupert	47	$200	11	49%	88%	34%	84%	70%	58%	80%

Terrorist's Name	Age	Terrorist Pay	Years in Organization	Marksmanship: Magnum	Marksmanship: Auto Rifle	Marksmanship: Sniper Rifle	Hand-to-Hand	Grenades	Bombs	Booby Traps
Gaskin, Troy	35	$200	7	80%	67%	49%	66%	81%	81%	79%
Goss, Seymour	45	$250	10	90%	81%	43%	75%	70%	69%	69%
Goss, Stanley	24	$50	1	76%	52%	59%	56%	27%	55%	84%
Hancey, Morris	36	$150	3	50%	75%	30%	70%	79%	84%	89%
Heinz, Karl	46	$250	12	62%	63%	91%	74%	87%	60%	40%
Hickson, Dexter	42	$100	2	89%	89%	89%	58%	89%	84%	51%
Jordan, Buster	45	$150	8	83%	85%	81%	60%	53%	86%	75%
Ju, Aaron	18	$150	3	81%	86%	59%	65%	89%	84%	79%
Ju, Tomas	20	$150	3	67%	44%	87%	69%	77%	43%	64%
Kuffsman, Russell	32	$150	8	62%	39%	48%	54%	88%	59%	83%
Ledbetter, Ronald	29	$200	6	80%	60%	65%	84%	76%	92%	85%
Mai, Lou	38	$150	6	54%	58%	53%	80%	81%	46%	73%
Mantee, Duke	42	$100	2	48%	49%	64%	72%	88%	78%	70%
Meek, Curtis	40	$250	12	87%	45%	94%	74%	74%	96%	85%
Melton, Stewart	44	$150	9	55%	88%	45%	64%	52%	72%	60%
Middleton, Herbert	49	$300	11	82%	54%	56%	70%	84%	54%	62%
Murdock, Claude	35	$150	3	70%	13%	82%	66%	46%	76%	84%
Nolan, Dwayne	24	$150	8	84%	82%	98%	41%	64%	87%	81%
Osborne, Alfred	27	$150	3	87%	88%	58%	59%	60%	38%	10%
Owens, Richmond	19	$50	2	85%	63%	23%	77%	60%	72%	78%
Packer, Eddie	30	$100	2	70%	75%	68%	62%	85%	77%	73%

Terrorist's Name	Age	Terrorist Pay	Years in Organization	Marksmanship: Magnum	Marksmanship: Auto Rifle	Marksmanship: Sniper Rifle	Hand-to-Hand	Grenades	Bombs	Booby Traps
Parks, Charles James (CJ)	20	$50	1	80%	70%	47%	71%	64%	10%	51%
Parks, Eugene	41	$200	9	87%	67%	90%	70%	64%	57%	59%
Perez, Gordon	45	$250	11	31%	85%	16%	54%	82%	75%	79%
Pigeon, Jeffrey	44	$75	2	79%	86%	77%	80%	87%	88%	80%
Rabourne, Dick	31	$100	4	81%	63%	54%	64%	53%	31%	74%
Reese, Marianne	32	$150	9	91%	73%	77%	84%	87%	77%	85%
Richards, Dan	18	$50	3	73%	61%	67%	83%	72%	86%	83%
Rimmer, Henry	36	$100	1	81%	71%	45%	72%	69%	81%	53%
Roberts, Kent	45	$150	6	59%	72%	57%	66%	84%	60%	75%
Rogers, Ralph	32	$75	1	69%	81%	19%	72%	84%	40%	44%
Rogers, Rudy	16	$50	1	66%	38%	10%	71%	76%	31%	63%
Scroggins, Lester	36	$150	3	58%	74%	40%	29%	50%	70%	86%
Seeger, Patrick	32	$100	2	77%	83%	80%	42%	74%	85%	89%
Skillings, Norman	30	$200	8	56%	62%	35%	71%	85%	74%	73%
Smoot, Bud	23	$200	6	76%	40%	92%	59%	71%	84%	83%
Timmings, Peter	44	$150	8	86%	59%	38%	96%	5%	82%	95%
Troxel, Blackie	37	$150	7	89%	73%	65%	75%	69%	48%	32%
Turner, Christa	41	$200	8	95%	81%	56%	78%	43%	98%	29%
Wayland, Thomas	23	$100	1	33%	28%	38%	96%	81%	89%	81%
Whitlock, Gary	35	$150	6	71%	92%	99%	81%	79%	71%	72%

APPENDIX C:

Recruits' Bios and Stats

Biographies

Recruits are terrorists who were originally bystanders. These are the people that you have convinced to join the Five Eyes, either because you gave them pamphlets (and they decided to join of their own free will) or because you took them hostage (and they were eventually brainwashed into becoming active members).

Since it's doubtful that you'll ever succeed in getting all the hostages and bystanders to join the Five Eyes, you will probably never have all these people to choose from. Nor will any of them be available at the beginning of a Terrorist campaign (because, of course, you won't have had a chance to recruit any of them yet). At the beginning of each new mission in a Terrorist campaign, going over your list of available units may reveal whichever of these recruits has just joined the cause.

ALLEN, CHRIS

Surly and offensive, Chris Allen became a street person after losing his job and his family in the space of one short week. The Five Eyes accepted him, cleaned him up, and are now training him to become an effective member of the Order.

BALDWIN, CARRIE

Carrie Baldwin runs Iron Man marathons. She also pitches for the championship team in the All City Women's Softball League. No wonder she's got great accuracy when it comes to pitching grenades.

BANES, SIDNEY

Sidney Banes is an assistant librarian who gets his secret jollies by tearing out the last pages of murder mysteries. After a childhood made miserable by bullies of both sexes, Banes joined the Skanks so he could see how it feels to be the one dishing it out for a change.

BARNES, CYNTHIA

After her brother was killed, Cynthia Barnes went on a spiritual quest for life's meaning. She found kindred spirits among the Five Eyes, many of whom appreciate her blonde hair and big blue eyes.

BORUNDA, ARMANDO

Armando Borunda is a former barrio gang leader. Intelligent and ruthless, while incarcerated he took control of the prison drug ring. Most Order members step lightly around Borunda, though he talks often about the importance of cooperation between compadres.

CHAPEL, NANCY

Nancy Chapel joined the Five Eyes after learning that her boyfriend, Stanley Goss, was a member. She's not really sure what everyone is so excited about, but she likes the fact that men outnumber women by eight to one.

CLEMONS, NEIL

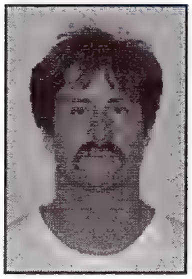
Robbie's brother Neil Clemons joined the Five Eyes because his brother asked him to. However, since his recruitment Neil has found a new interest in bomb deployment. Working with explosives comes naturally to him, and he hopes to one day excel in this science.

EATON, LAUREN

Lauren Eaton's dad showed her how to shoot a gun before she could ride a bike. She's proud of her father, even if he is incarcerated for tax evasion. He fought for what he believed in, and now it's her turn to carry the banner.

FOSTER, LEON

During college, Leon Foster smoked pot and shot handguns during study breaks. He graduated with a Masters in journalism, working for radical weeklies before landing a job at the *LA Star*. A newcomer, Foster thinks the Five Eyes philosophy is perfected spiritual activism.

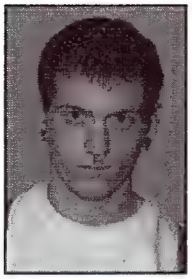


GAINES, BART

Bart Gains attributes his centered wholeness to a clean lifestyle: no drugs, alcohol, caffeine, or cigarettes. He met his future wife, Belinda, at the University where he won her over with persuasive discussions about the souls of future generations yet unborn.

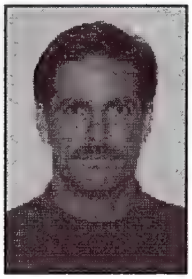
GAINES, BELINDA

An old-fashioned girl in many ways, Belinda Gaines shies away from the other Five Eyes members, preferring her husband's company over that of "a bunch of smelly hippie freaks and commies."



GILBERT, DEAN

Having grown up poor, Dean Gilbert resents an economic system that encourages a minority to control the vast majority of the country's wealth and power. He joined the Skanks to actively confront this inequality, but now he knows a better way.



GULLIVER, MALCOLM

As long as the job doesn't involve brain power, Malcolm Gulliver rises to the occasion. He's partial to hand grenades because he says they remind him of those sunny boyhood days spent chucking apples at the elderly. Gulliver has a lot to learn, but no capacity to learn it.

HACKETT, ELMER

A student of Native American ways, Elmer Hackett believes the world would be a much better place if electricity had never been discovered. Since his recruitment, Hackett puts his beliefs into action by living in a teepee on Charlie Adams' land.

HANCEY, TISHA

For the past three years, Morris Hancey has been trying to convince his wife Tisha to become more involved with the Five Eyes. She was a hard sell, but now that she's been personally victimized by the police, she finally sees the light.

HEINZ, CLIFFORD

One of the Five Eyes' founders, the charismatic Papa Heinz (as he insists on being called) sees himself as a modern day Thomas Jefferson. He's a persuasive orator, yet now he believes the time for speeches is over. The time has come to take action against the oppressors.

HUERTE, HARVEY

Harvey Huerte lived a life of violence on the streets, never realizing he was closed off to the world around him. Since joining the Five Eyes, he's opened his senses to a far bigger universe than he'd ever imagined. Once hostile and dangerous, Huerte now abhors brutality.

KERBER, TRACY

Tracy Kerber is a feisty feminist who believes society puts inhibitions on women to prevent them from rising to their true potential. She tries to keep her more sexist opinions to herself so she can get along with Order members of the opposite gender.

KISLING, TAMERA

Tamera Kisling never felt accepted in any group other than the Five Eyes. Everyone else always sneered at her. They thought they were so much better and smarter than she was. But now that's going to stop. Now she's anyone's equal. Now she knows how to handle a handgun.

LAMBERT, TODD

Todd Lambert's father died in Vietnam. Overwhelmed with grief, his mom became an alcoholic. She beat Todd regularly until one night when she "accidentally" fell down the stairs and broke her neck. Lambert is an angry man with nothing to live for, but plenty to die for.

LEWIS, LUCY

Lucy Lewis worked at the *LA Star* until Basho's manifesto opened her eyes to the shallow futility of her life. Since moving to the compound, she's discovered an inherent talent with hand grenades. She's also developed a bad crush on Dante.

LOPEZ, CHESTER

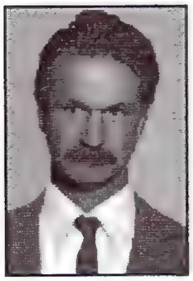
Chester Lopez joined the Five Eyes the same month he started college. A popular and active member of student government, Lopez plans to begin recruiting his fellow students as soon as possible.

MANSON, SYLVIE

When Sylvie Manson was dishonorably discharged from the Army, she bounced from job to job, bored and unsatisfied. She missed the feel of a sniper rifle in her hands. She joined the Five Eyes for grins, for excitement, and to keep her sharpshooting skills honed.

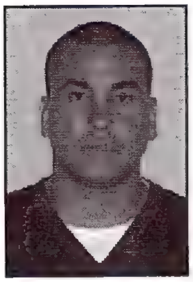
MILLS, JILL

Jill Mills joined up to get out of the house now that the kids are grown. She told her husband the Five Eyes was an eccentric bowling league. Known as "Mom" to all, the diminutive though courageous woman never hesitates to aid a fallen comrade in arms.



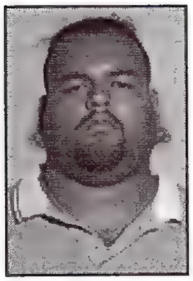
NIELSON, DREW

A conscientious objector during the Vietnam War, Drew Nielson went to Canada to avoid the draft. He returned when granted immunity, hoping America would have learned from its mistakes. The apathy and selfishness of the 1980s pushed him over the edge into militancy.



NORRIS, WILLIAM

William Norris is a chemistry major at the University, though lately he's become disillusioned with the idea of going to work for a bloodsucking, environmentally corrupt corporation. A competitive kick-boxer, he has guts and quick reflexes.



OATMAN, SHANE

In college on an athletic scholarship, Shane Oatman wishes he could plow through the books as if they were offensive linemen. The only class he likes is Soc 101 because Professor Reese has a way of putting things in a way anyone can understand.

PARKS, ROBERTA

Eugene Parks met his future wife when Roberta she worked as a topless dancer at a bar down near the Burbank airport. She's got that special little wiggle that makes a strong man lose his mind, but otherwise she's not ideally suited to a career in subversive anarchy.

PATTERSON, GUY

Guy Patterson was introduced to the Five Eyes when he pulled Curtis Meek out of a burning building. Perhaps a smarter man wouldn't have been so quick to run into the flames, but Patterson is regarded more for his courage than his intelligence.

PLATT, JARROLD

Jarrold Platt became a shoe salesman because of an unrequited foot fetish. However, a decade of groveling at the customers' feet, selling them shoes he himself couldn't afford, has taken its toll. Daily, he fantasizes about lining them all up against the wall.

QUIGLEY, ARNOLD

Arnold Quigley applied to the Police Academy but he didn't pass the psych profile. He became a mailman instead so he could still wear a uniform. Now that he's joined the Five Eyes, he appreciates having a forum to vent his deep resentment against the LAPD.

RAINES, AUSTIN

Austin Raines adopts a cautious, wait-and-see attitude that many members agree with, though some people think a man with his skills should think less and do more.

SANCHEZ, RAYMOND

Seventeen years ago, Raymond Sanchez and his wife crossed the Mexican border in the dead of night. Federal agents confronted them. They ran for it and the agents opened fire, killing his wife. Five years later, Sanchez became a charter member of the Five Eyes.

SHIGLEY, CASEY

Casey Shigley and her twin, Chance, always did everything together. They dressed the same, shared a secret language, went to nursing school together, and worked in the same hospital. With so much similarity, it's ironic that their talents were always inversely proportional.

SHIGLEY, CHANCE

Chance Shigley was always very close to his twin sister, Casey. Registered nurses in the same hospital, their skills were always exclusively complementary. The hospital staff used to joke that between the two of them, the Shigley twins made one hell of a talented person.

STARK, CYNTHIA

Cynthia Stark is flunking out of college even though her classes are limited to Dishwashing 101, Intro to Personal Hygiene, and Remedial Badminton. She has the hots for Dick Rabourne, who ignores her—not the smartest course of action given her vicious temper.

SUMPTER, ELWOOD

Elwood Sumpter went through life unnoticed and unloved until the day the Five Eyes burst into the classroom. Now he's doing his best to become accepted by his new friends. Though a pale and puny young man, he takes orders well and tries hard to please.

TOPHAM, NATHAN

Age hasn't slowed Nathan Topham down any, much to the discomfort of his elderly wife. Topham's staff at the TV station often has to listen to his spontaneous dissertations on the long-term effects of Reaganomics on the industrial Midwest.

WALLACE, JONATHAN

Despite his Neanderthal appearance, Jonathan Wallace is a genius compared to most of the Five Eyes members. He practices his fanatical belief in socialized democracy by being cooperative and friendly to all. Hard to believe that just a short time ago, he was a Skank gangster.

YOUNGQUIST, TODD

Todd Youngquist served in the Special Forces during the Vietnam "incident." Watching his friends get unexpectedly blown into pieces taught him a lot about booby traps. This knowledge he uses with vicious delight against the enemies of the Five Eyes.

Table C-1. Initial Stats for Recruits.

All health starts at 100 percent.

Recruit's Name	Age	Terrorist Pay	Marksmanship: Magnum	Marksmanship: Auto Rifle	Marksmanship: Sniper Rifle	Hand-to-Hand	Grenades	Bombs	Booby Traps	Appears in Mission #
Allen, Chris	33	$100	22%	69%	67%	84%	85%	52%	80%	13
Baldwin, Carrie	36	$100	69%	89%	66%	76%	95%	60%	30%	10
Banes, Sidney	32	$50	46%	88%	43%	95%	66%	66%	86%	9
Barnes, Cynthia	20	$50	88%	61%	72%	61%	77%	80%	83%	10
Borunda, Armando	40	$100	72%	61%	57%	42%	69%	89%	74%	3
Chapel, Nancy	24	$100	54%	42%	42%	65%	18%	79%	86%	11
Clemons, Neil	18	$75	54%	50%	62%	76%	49%	77%	46%	10
Eaton, Lauren	24	$75	78%	31%	34%	55%	36%	60%	34%	10
Foster, Leon	39	$50	86%	81%	87%	68%	49%	61%	63%	12
Gaines, Bart	29	$150	69%	83%	52%	69%	71%	45%	68%	10
Gaines, Belinda	24	$75	32%	89%	77%	51%	46%	61%	77%	10
Gilbert, Dean	19	$50	79%	72%	64%	75%	74%	69%	64%	9
Gulliver, Malcolm	32	$100	63%	67%	43%	72%	90%	49%	45%	11
Hackett, Elmer	33	$50	64%	29%	63%	72%	89%	86%	85%	10
Hancey, Tisha	28	$100	86%	55%	66%	76%	59%	39%	16%	4
Heinz, Clifford	52	$300	59%	83%	26%	49%	75%	74%	68%	2
Huerte, Harvey	31	$100	87%	57%	58%	73%	55%	79%	79%	9
Kerber, Tracy	27	$75	69%	50%	72%	63%	83%	85%	73%	11
Kisling, Tamera	19	$150	81%	40%	29%	64%	54%	52%	54%	10
Lambert, Todd	26	$50	84%	76%	28%	45%	80%	70%	57%	11

Recruit's Name	Age	Terrorist Pay	Marksmanship: Magnum	Marksmanship: Auto Rifle	Marksmanship: Sniper Rifle	Hand-to-Hand	Grenades	Bombs	Booby Traps	Appears in Mission #
Lewis, Lucy	24	$100	74%	73%	51%	79%	89%	54%	78%	8
Lopez, Chester	30	$150	54%	75%	38%	75%	76%	43%	74%	10
Manson, Sylvie	39	$150	62%	62%	88%	75%	65%	53%	79%	2
Mills, Jill	45	$100	84%	84%	51%	79%	70%	67%	22%	11
Nielson, Drew	43	$150	32%	69%	43%	80%	56%	27%	76%	10
Norris, William	17	$75	30%	48%	19%	79%	73%	59%	47%	10
Oatman, Shane	23	$50	78%	45%	41%	68%	32%	37%	46%	10
Parks, Roberta	23	$100	81%	50%	51%	62%	84%	81%	60%	2
Patterson, Guy	29	$150	61%	56%	57%	79%	88%	66%	42%	2
Platt, Jarrold	35	$100	66%	77%	29%	70%	31%	63%	37%	11
Quigley, Arnold	37	$150	85%	68%	63%	69%	56%	75%	67%	11
Raines, Austin	36	$150	81%	85%	60%	77%	74%	89%	84%	12
Sanchez, Raymond	56	$200	77%	87%	38%	64%	54%	54%	62%	2
Shigley, Casey	32	$100	68%	16%	54%	31%	58%	63%	27%	5
Shigley, Chance	32	$100	32%	84%	46%	69%	42%	37%	73%	5
Stark, Cynthia	24	$50	78%	44%	52%	73%	81%	79%	46%	10
Sumpter, Elwood	19	$100	64%	59%	87%	79%	78%	82%	74%	10
Topham, Nathan	65	$150	79%	81%	97%	69%	77%	89%	53%	8
Wallace, Jonathan	27	$150	74%	9%	68%	70%	76%	68%	66%	9
Youngquist, Todd	51	$250	42%	38%	56%	66%	84%	87%	93%	2

APPENDIX D:

SWAT Debriefing Specifications

SWAT Mission Ratings

Mission ratings are based on the single *worst* event of the mission. For example, no matter how well you may have done otherwise, if a suspect escapes and takes a hostage with him, the rating will be "Reprehensible."

IF the worst thing that happened was...

...an officer killed another officer, OR

...an officer killed a hostage, OR

...an officer allowed a suspect to escape *with* a hostage...

...THEN your mission rating will be **REPREHENSIBLE (the worst possible rating).**

IF the worst thing that happened was...

...an officer was killed, OR

...an officer killed a suspect who was *not* in a threatening posture (had his gun lowered), OR

...a hostage was killed, OR

...a suspect escaped *without* a hostage...

...THEN your mission rating will be **UNACCEPTABLE (bad).**

IF the worst thing that happened was...

...an officer wounded a suspect who was *not* in a threatening posture (had his gun lowered), OR

...a hostage was wounded, OR

...an officer wounds another officer, OR

...an officer wounds a hostage...

...THEN your mission rating will be **MEDIOCRE (fair).**

IF the worst thing that happened was…

…an officer was wounded, OR

…a suspect in a threatening position (with his gun up) was killed, OR

…a suspect in a threatening position (with his gun up) was wounded…

…THEN your mission rating will be **COMMENDABLE (good).**

IF…

…no officers were killed or wounded, AND

…no suspects were killed or wounded, AND

…no hostages were killed or wounded, AND

…no officer shoots another officer, AND

…no officer shoots a hostage, AND

…no suspects escape (all suspects are captured)…

…THEN your mission rating will be **EXCEPTIONAL (great).**

NOTE

If a hostage kills or wounds either an officer or a Terrorist, by struggling against an arrest, rescue, or being taken hostage, this has no effect on your mission rating.

Public Relations Factors

PR starts out at a rating of **75 percent**. It's raised or lowered depending on *all* of the following events of each mission, plus any mission-specific factors (see Table C-4).

Table C-1. Public Opinion Factors

Event	Point Effect on PR Score
Each Officer Killed	-10
Each Officer Wounded	-5
Each Threatening Suspect Killed	-2
Each Non-threatening Suspect Killed	-5
Each Threatening Suspect Wounded	No effect
Each Non-threatening Suspect Wounded	-2
Each Innocent Killed by a Suspect	-10
Each Innocent Wounded by a Suspect	-5
Officer Killed Another Officer (each)	-20
Officer Wounded Another Officer (each)	-10
Each Innocent Killed by an Officer	-20
Each Innocent Wounded by an Officer	-10
Each Suspect Who Escaped with a Hostage	-20
Each Suspect Who Escaped without a Hostage	-10
Each Hostage Rescued	+2
Each Suspect Arrested	+5
Additional Mission-dependent factors (see Table C-4)	+-3

Example

The PR rating starts at a default of 75 points, from which the sum of the individual factors is added or subtracted. For example, if a mission has the following results:

2 Officers Wounded	-10
2 Suspects Killed	-4
1 Hostage Wounded	-5
2 Suspects Escape	-10
3 Hostages Rescued	+6
1 Suspect Arrested	+5
CNT Script Completed	+3
Total	**-15**
New Mission Rating	75 - 15 = **60 points**

Cumulative Rating

The new cumulative rating, presented at the mission debriefing screen, is the *average* of the old cumulative rating and the new mission rating (from Table C-1 above). Public opinion being as fickle as it is, the cumulative rating is *not* an average of *all* the ratings; it's more of a "what have you done for us lately?" situation. So each time a new mission is finished, it gets averaged in EQUALLY with the cumulative rating to date.

C_o = Old Cumulative Rating

C_n = New Cumulative Rating

N = New Mission Rating

$$C_n = \frac{(C_o + N)}{2}$$

Table C-2. Examples of Cumulative Ratings

Mission Number	C_o	N	C_n
1	75	60	**60**
4	82	90	**86**
7	35	60	**48**
10	50	20	**35**
15	90	50	**70**

Budget Impact

Three factors are used to calculate each mission's impact on the available budget: the mission summary, the PR rating, and the cumulative rating. Totaling all the relevant factors gives the net effect on budget.

Table C-3. Budget Impact

Factor/Rating	Budget Impact
Mission Summary = Exceptional	+$5,000
Mission Summary = Commendable	+$2,500
Mission Summary = Mediocre	+$0
Mission Summary = Unacceptable	-$5,000
Mission Summary = Reprehensible	-$10,000
Mission PR over 90 points	+$5,000
Mission PR 75–90 points	+-$0
Mission PR 60–74 points	-$5,000
Mission PR under 60 points	-$10,000
Cumulative PR Rating up at least 10 points over last mission	+$5,000
Cumulative PR Rating down at least 10 points over last mission	-$5,000

Mission-Specific Points

For each of the following conditions, three points will be awarded to or subtracted from the PR factors. The conditions may be certain points reached in Crisis Negotiation Team conversations, or they may be instances of items found in the course of the mission.

Table C-4. Mission-Specific Points

Mission	Message or Condition	Point Effect
2	Using flashbangs and/or teargas	-3
3	CNT: "Pay dirt, Chief. The shrink prescribed a stimulant..."	+3
3	Finding Pills	+3
4	CNT: "CNT reporting. The interpreter's here but the store owner seems to have forgotten..."	+3
5	CNT: "The hostage started to say something, but then the phone slammed down..."	+3, **but only if no hostages are executed**
5	Finding Money	+3
5	Finding Pamphlets	+3
5	Using tear gas in the vault	-3
6	CNT: "Alvarez here. The vehicle's location can be clearly seen from any room on the top floor..."	+3
7	CNT: "Chief, we've got a child in protective custody..."	+3
7	Finding Guns	+3
7	Finding Drugs	+3
8	Finding Explosives	+3
9	Handgun recovered	+3
9	Drugs recovered	+3
10	Explosives recovered	+3

Mission	Message or Condition	Point Effect
10	Mayor Prescott calls out the National Guard	-3
11	Player granted food request for suspect with hostages (in inhabited house)	+3
11	Player denied food request for suspect without hostages (in abandoned house)	+3
12	Finding Money	+3
12	CNT: "This is LAPD SWAT. Come out of the house now. Keep your hands in the air."	+3
13	CNT: "Chief, a female answered the phone..."	+3
13	Finding Cell Phone	+3
13	Finding Brochure	+3
14	Guns recovered from arrested suspects	+3
15	All evidence found, *or* all evidence found except one of the following: money in #5, money in #12, suspect questioned in #11, cell phone in #13, explosives in #8, or explosives in #10.	+3
15	All evidence found (or all evidence found except one of the following: money in #5, money in #12, suspect questioned in #11, cell phone in #13, explosives in #8, or explosives in #10). The Mayor is alive and confesses.	**Mission Rating = 100**

APPENDIX E:

Terrorist Debriefing Specifications

Terrorist Mission Ratings

Mission Ratings are based on a base score of 50 points, adjusted as shown for the following events:

Table E-1. Adjustments for Terrorist Mission Ratings

Factor	Point Effect on Rating
Receive CNT Food	+2
Receive CNT Money	+2
Receive CNT Vehicle	+2
Weapon Recovered	+2
Hostage Taken	+2
Hostage Rescued	-4
Hostage Released	-2
Terrorist Killed by Terrorist	-8
Terrorist Killed	-6
Officer Killed	+6
Gangster Killed	+6
Hostage Killed	+0
Innocent Killed	+0
K-9 Killed	+2
Terrorist Escaped with Hostage	+6
Terrorist Escaped	+2
Terrorist Surrendered	-6
Terrorist Captured	-4

Additional Mission-dependent Factors (see Table E-3 below) +/- x points

Example:

A mission results in the following:

Receive CNT Food	+2
Receive CNT Vehicle	+2
1 Weapon Recovered	+2
3 Hostages Taken	+6
1 Hostage Rescued	-4
1 Hostage Released	-2
2 Terrorists Killed	-12
2 Officers Killed	+12
2 Terrorists Escaped	+4
1 Terrorist Surrendered	-6
1 Terrorist Captured	-4
Mission Goal Achieved	+6
Total	**+6 points**

The +6 points is applied to the base score of 50 points, resulting in:

Mission Rating **56 points = Educational**

The Terrorist rating is based only on total points.

Mission Summary terms:

Electrifying = 88 points or more

Competent = 63 to 87 points

Educational = 38 to 62 points

Dismal = 13 to 37 points

Defeat = 12 points or less

The Terrorist *cumulative rating* is calculated the same way as the SWAT cumulative rating ((old + new) / 2). See Appendix D for details and examples.

Total Budget Impact

Each mission either adds or detracts from your available budget, based on several factors.

Table E-2. Impact on Budget

Factor/Rating	Budget Impact
Mission Summary = Electrifying	+$5,000
Mission Summary = Competent	+$2,500
Mission Summary = Educational	+$0
Mission Summary = Dismal	-$5,000
Mission Summary = Defeat	-$10,000
Cumulative Mission PR up at least 20 from last mission	+$5,000
Cumulative Mission PR down at least 20 from last mission	-$5,000

Mission-Specific Points

Award or deduct points as shown below for use in Table E-1 to determine Mission Ratings.

Table E-3. Mission-Specific Points

Mission	Condition	Point Effect
2	If any children were killed or captured by the police	-20
3	Weapon crates taken	+3 each
4	Destroyed the marijuana before SWAT took control	+20
4	Not destroying the marijuana before SWAT took control	-20
5	The child was killed	END (0 rating)
6	The kidnapping of Tammany was successful	+20
6	The kidnapping of Tammany failed	END (0 rating)
7	The Terrorists failed to escape with either Tammany *or* the videotape	END (0 rating)
7	The Terrorists escaped with Tammany, but not the videotape	+6
7	The Terrorists escaped with the videotape, but not with Tammany	+20
7	The Terrorists escaped with both the videotape and Tammany	+26
8	The Terrorists convinced the station manager to play the tape	+20
8	The Terrorists failed to convince the station manager to play the tape	END (0 rating)
9	Skank gang leader killed	+10
10	The Terrorists successfully recruited 3–7 students	+3
10	The Terrorists successfully recruited 8–15 students	+10
10	The Terrorists successfully recruited 16 or more students	+20
10	The Terrorists successfully recruited fewer than 3 students	END (0 rating)
11	No loot taken	END (0 rating)
12	Escaped with newspapers	+20
12	The newspapers didn't go out on the truck	END (0 rating)
13	Basho escaped	+20
13	Basho captured by SWAT	END (0 rating)
13	Basho was killed during the mission	END (0 rating)
14	Dante and Basho both escaped	+20

Mission	Condition	Point Effect
14	Dante was killed	END
14	Dante was captured	END
15	Dante escaped and Basho was captured	**Mission Rating=100**
15	Dante escaped and Basho was killed	**Mission Rating=100**
15	Dante was killed and Basho escaped	END (0 rating)
15	Dante was arrested and Basho escaped	END (0 rating)
15	Dante and Basho were both killed	END (0 rating)
15	Dante and Basho were both captured	END (0 rating)
15	Dante was killed and Basho was captured	END (0 rating)
15	Dante was captured and Basho was killed	END (0 rating)

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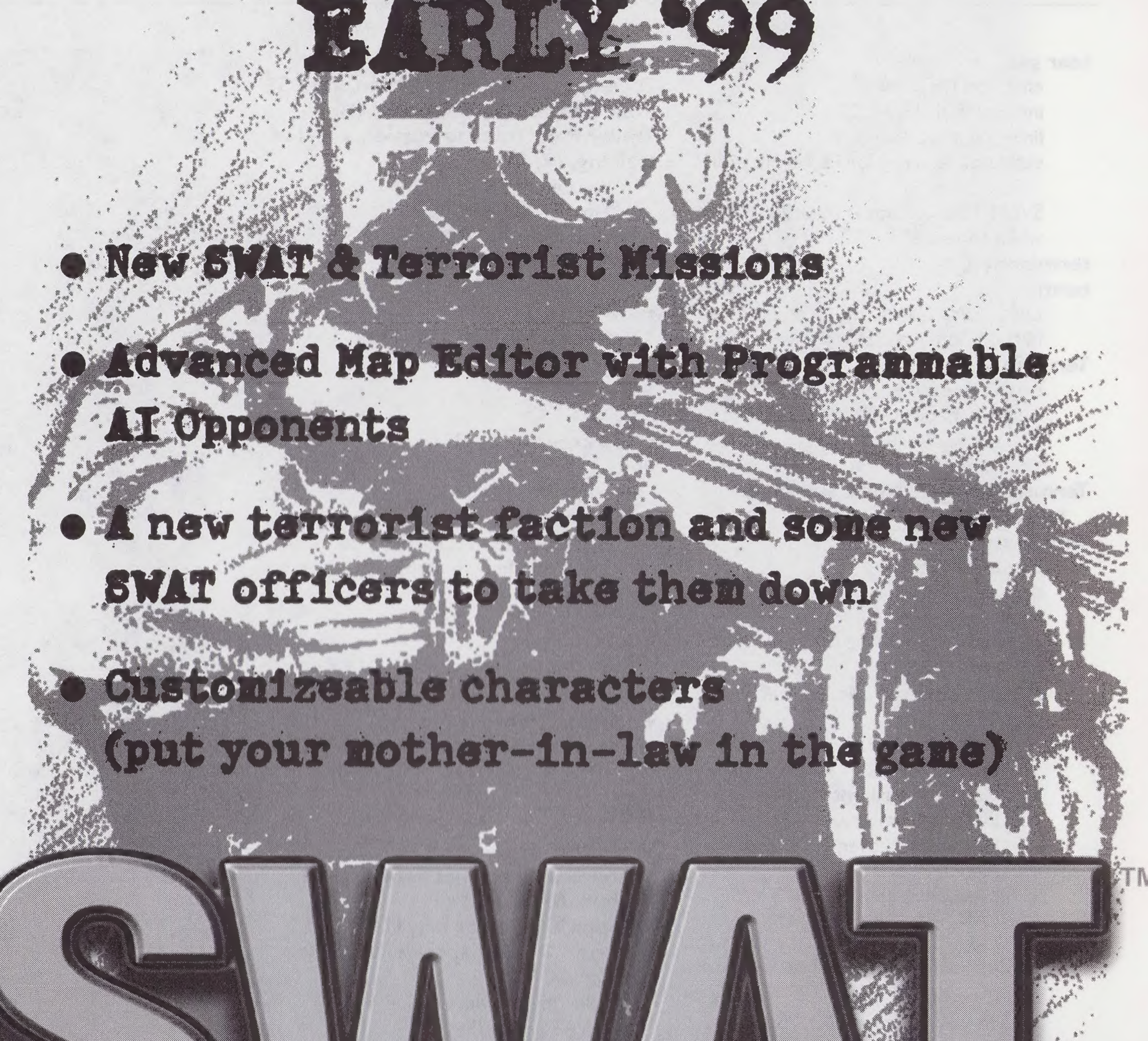

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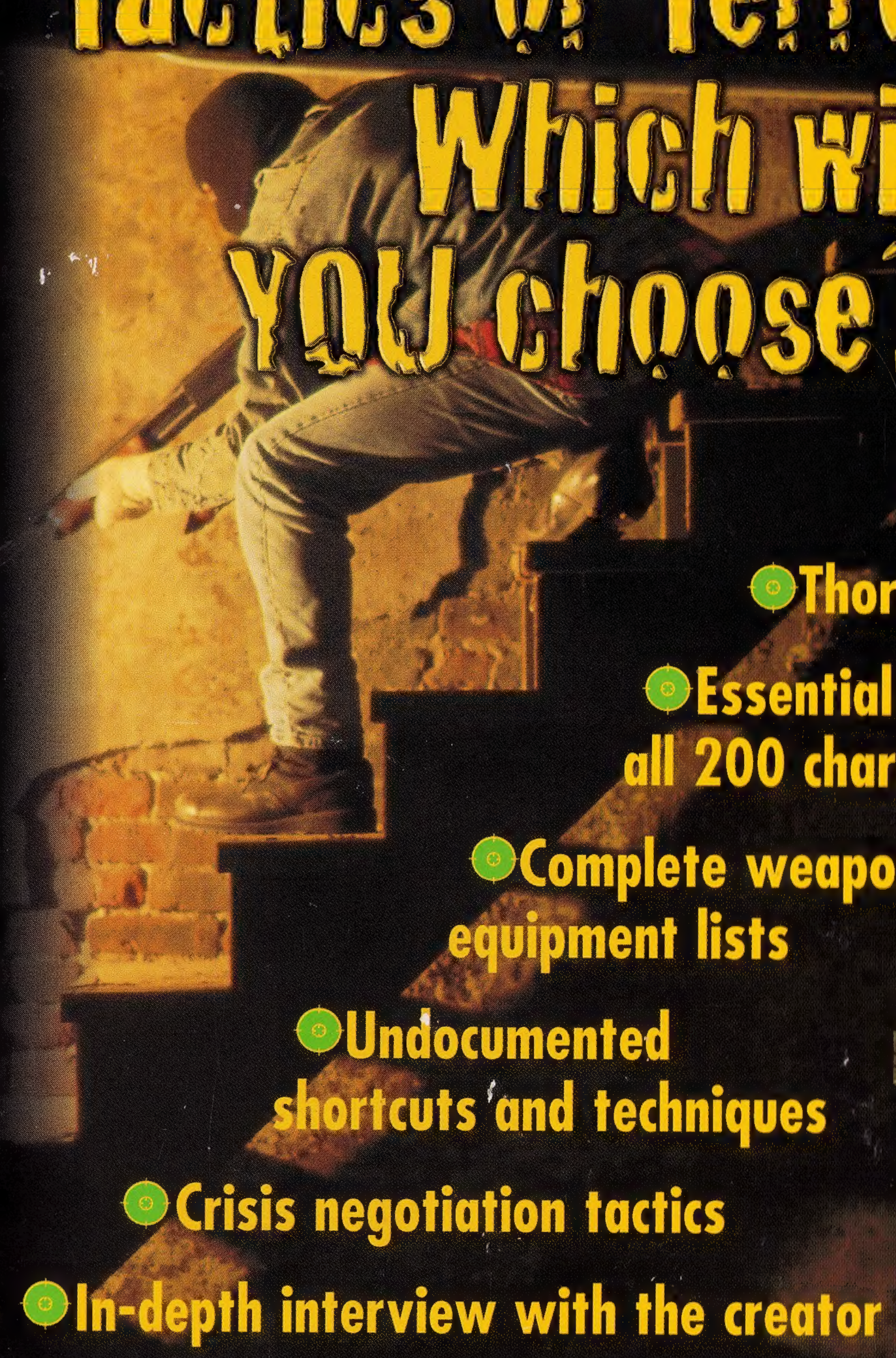

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